

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 5



MORTAL MANIA
PART 1

INSIDE THIS ISSUE!

GENESIS:
BATMAN & ROBIN

SNES:
GREEN LANTERN

32X:
SHADOW SQUADRON

SEGA SATURN:
PANZER DRAGON
VIRTUA RACING

DEADALUS

PLAYSTATION:
BOXER'S ROAD
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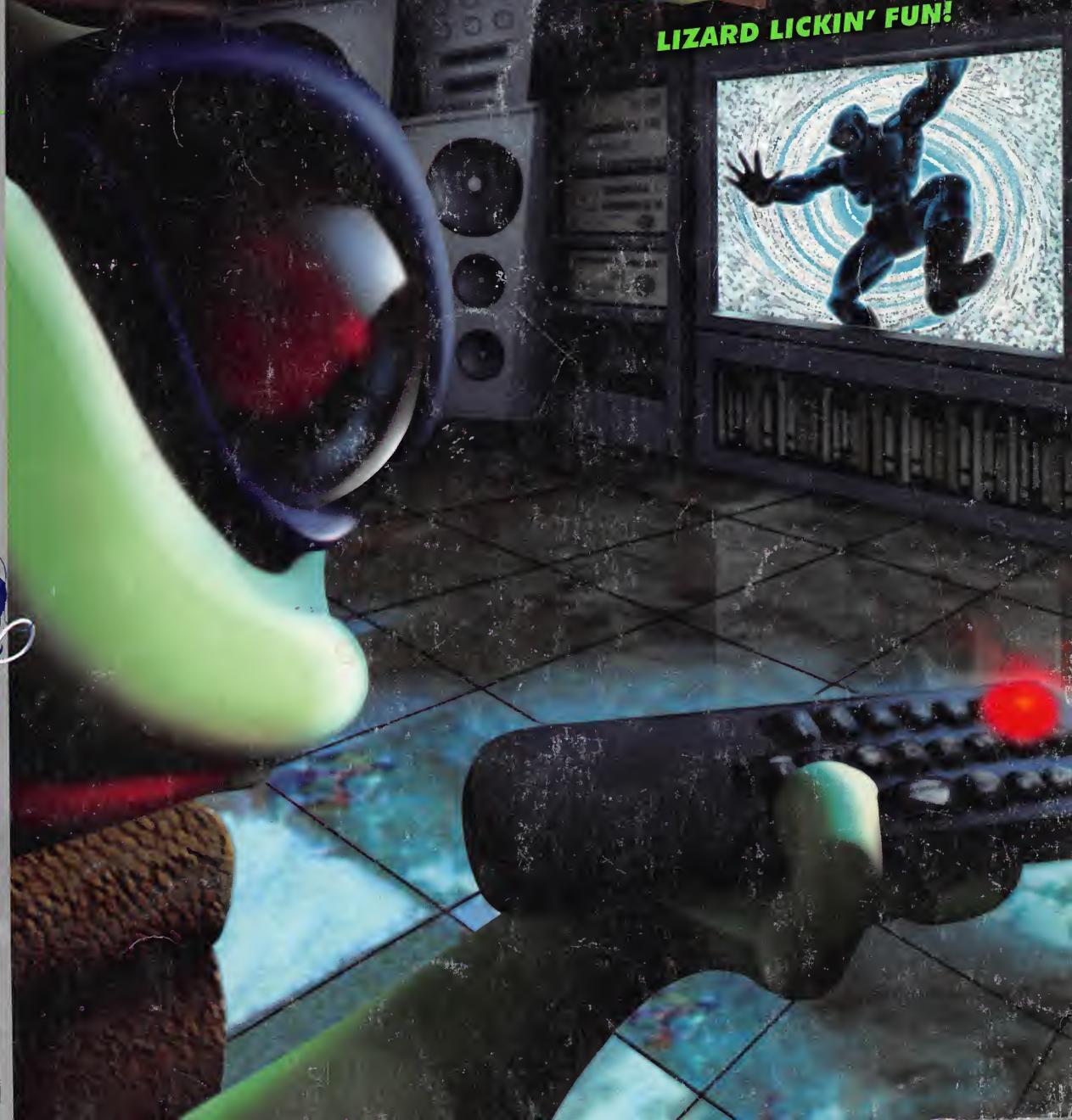


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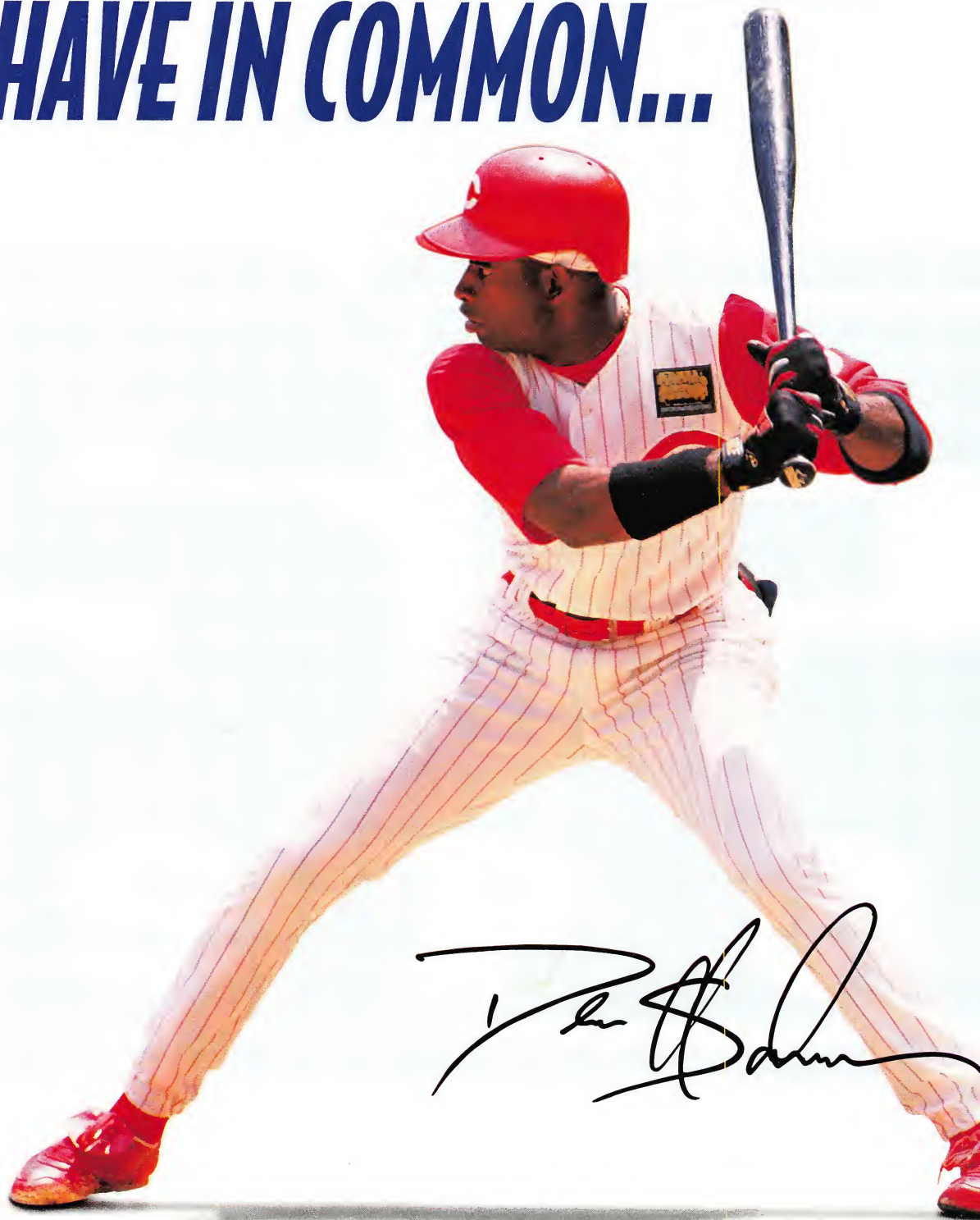
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GEX

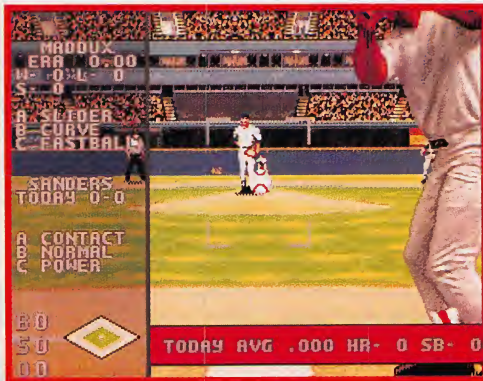
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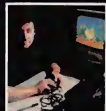


Roberto Alomar faces Jack McDowell in all-star batting mode.



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GAME YOU 2, SOFT BANK, TERRY TANG, SARAH RICHMOND, ERIN SHIBA, RALPH, AND ALL OF OUR READERS!

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NOVEMBER, 1994

ISSN# 1070-3020

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I was confronted with a tough decision recently. With paper costs soaring, and our commitment to staying below 40% advertising to editorial, I had to make a tough choice. Cut the quality, or raise the price of GameFan. Quality is what we founded GF on. Our book is literally wall to wall ink, and cheap paper just won't hold it. We feel by including GF32 within the book, rather than spinning it off as others have, you're still getting the best value for your magazine dollar.

I wish I could stress to you how hard it is to put together a magazine of this quality in today's day and age, while competing with huge corporations that are able to throw hordes of money in to promotions etc...

GameFan is still a privately owned enthusiast based publication. We're really just a bunch of gamers who got fed up with the system and together, with your support, have been able to build a successful business on limited revenues. We never thought we'd become this big in such a short time frame. Now that we are, we have to become as good at business as we are at games.

Sure, we could sell out, take on some huge investor and just sit back and make a mediocre magazine. But that is not what GF is all about. I know I may sound like I'm up on the 'ol soapbox, but that's just the way it is.

Raising the price was hard to do, and more than a little scary, as we are still a growing publication. But unfortunately, we have two industries to worry about. The other one is publishing and we're in the middle of a serious paper crisis. We will continue to bring you the finest publication humanly possible, you have our word on that.

I've been watching a new trend evolve over the last year... the recent surge of highly talented American design houses. They've come from around the globe and have all parked it right here, in America.

For the past six years the majority of the really great games have come from Japan. Companies like Game Arts, Treasure, Konami Japan, Capcom Japan, Sonic, Climax, Nextech, AM2, Square, Enix, and Nintendo of Japan have been responsible for much of 16-bit's astonishing success.

Games like Silpheed, Lunar, Gunstar Heroes, Dynamite Headdy, Land Stalker, Shining Force, Ranger X, Virtua Racing, the Final Fantasy series, Act Raiser, Mario World, StarFox, and Metroid, just to name a few, have captivated US audiences. But the tide is slowly shifting as talented American development houses continue to emerge.

Here's a few of these great new developers and their latest wares.

Shiny Entertainment-Earth Worm Jim and the upcoming EWJ2; BlueSky- Stimpy's Invention, JP Rampage Edition, and the upcoming 16-Bit wonder, Vector Man; Scavenger-Red Zone, Nitro Wrecks, and the upcoming X-Men 3 for the Saturn and 32X; Clockwork Tortoise-Batman & Robin; Iguana-NBA Jam, and the upcoming Saturn Batman Forever for

Acclaim; Crystal Dynamics-Gex, Total Eclipse, Crash & Burn, and several upcoming Saturn and PlayStation titles; Westwood Studios-Jungle Book and Lion King; and BOSS Studios, whom you'll hear from very soon.

Many of these companies are developing games that show the same ingenious design and originality as the aforementioned Japanese titles. Although some of these companies originated in Europe they are all now enjoying the shaking, rain-drenched shores of California, and other sun-drenched locales throughout the US.

While we are still well behind in the role-playing field, everywhere else, we seem to be closing the gap, and in many cases even setting new standards.

This trend couldn't come at a better time. We are currently enjoying the wares of nine platforms, and four more are about to enter the fray, so now more than ever we need an abundance of talented designers, working on a multitude of platforms both here and overseas.

'95 & '96 will undoubtedly be the most exciting years in video game history. As our world grows through licensing, and the emergence of the big three's next generation consoles, together with those already in place... we're going to need a lot of silicon!





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A close-up photograph of a person's mouth, showing the teeth and tongue. A wasp is visible inside the mouth, positioned near the tongue. The wasp has a yellow and black striped body and transparent wings. The background is a soft, out-of-focus pinkish-red color.

Contains **none** of the U.S. Recommended Daily Allowances of **vitamins** and **minerals**.

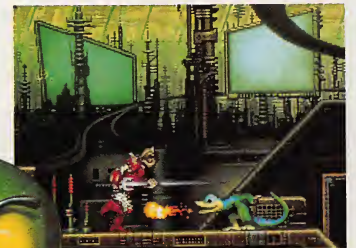
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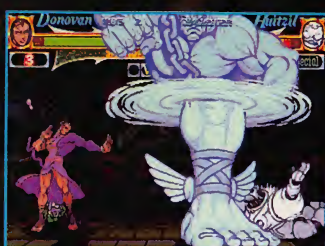
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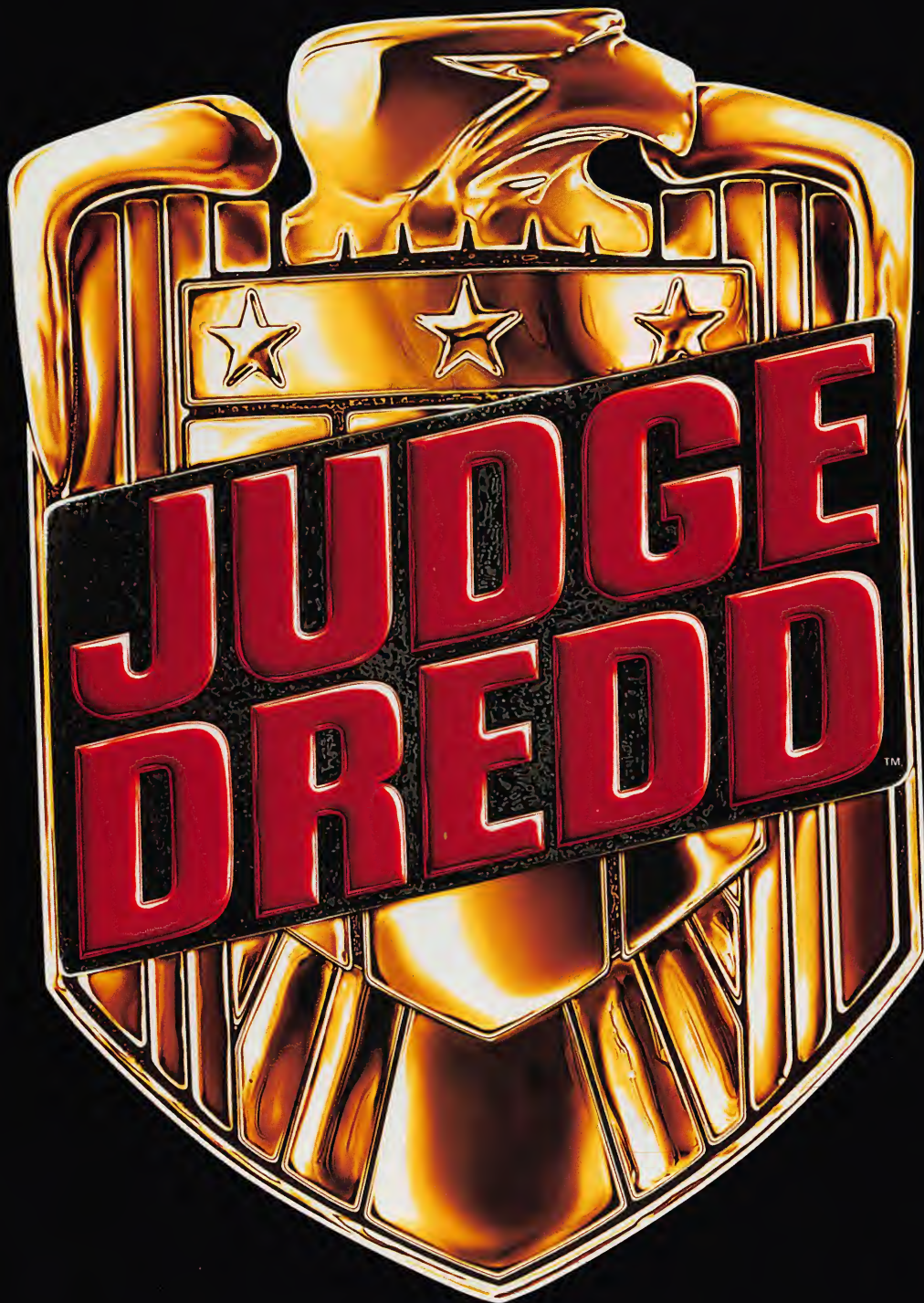
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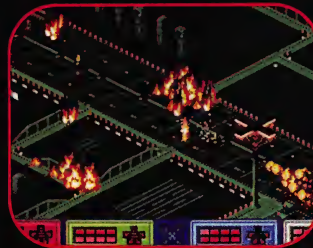
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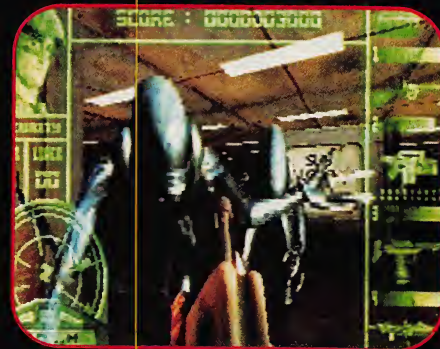


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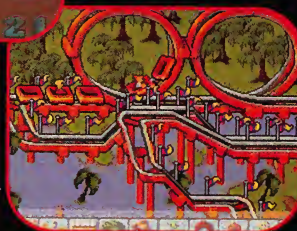
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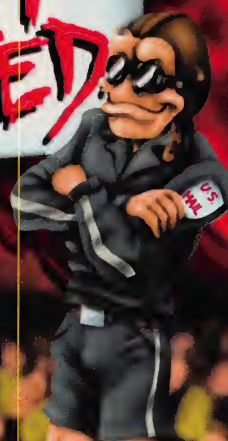
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TOP TEN

MOST WANTED



TOP TEN

1. Donkey Kong Country (SNES)
2. Final Fantasy III (SNES)
3. Mortal Kombat II (SNES)
4. Earthworm Jim (Genesis)
5. Doom (Jaguar)
6. Sonic & Knuckles (Genesis)
7. Alien Vs. Predator (Jaguar)
8. Earthworm Jim (SNES)
9. Super Metroid (SNES)
10. Super SF 2 Turbo (3DO)



MOST WANTED

1. Killer Instinct (Ultra 64)
2. Starfox 2 (SNES)
3. Mortal Kombat III (SNES)
4. Virtua Fighter (Saturn)
5. NBA Jam TE (SNES)
6. Mega Man X² (SNES)
7. Daytona USA (Saturn)
8. Primal Rage (Jaguar)
9. Samurai Shodown II (NEO•GEO)
10. Toh Shin Den (PlayStation)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Kellen Scrivens of Manitoba, Canada
Second Prize: Jevonne Wells of Baldwin, LA
Third Prize: Kevin DiAmare of Pine Hill, NJ

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

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Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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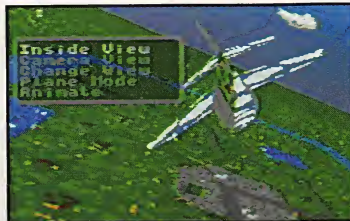
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DKC Sweatshirt	105	S M L XL	X	28 =	
DKC Jacket	106	S M L XL	X	45 =	

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VIEWPOINT

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLATFORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE ISSUE. SO YOU GET FOUR POINTS OF VIEW.

"I live for Japanese -programmed platformers (Treasure and Konami especially make me feel all warm and fuzzy), and Action/RPG's. I also like 3-D shooters- like Panzer and Doom, and a good racing game when they come along. What I don't like are FMV, puzzle and point & click games. Generally anything that says 'interactive' falls between the road and rubber of my Ninja". **SKID**



"I gravitate towards Japanese RPGs, shooters and fighters. I can live without the following: Euro-art, the hateful carnage done to Japanese characters in the US, and Sega box art. I'm not too big on platformers and I hate FMV. I'm a tough critic - what you see here has most likely seen the editor's knife (Not the scores, just the talk)". **NICK ROX**



"I'm a big fan of coin-op fighting games, RPG's, shooters, and action games. While an occasional racing or 'Doom'- style game will interest me, I try to stick to the traditional 2-D stuff. FMV, digitized characters and low-res 3-D textured polygons know its a good idea to stay away from K.LEE. Music is king". **K. LEE**



SATURDAY NIGHT SLAM MASTERS • GENESIS • CAPCOM • 32MEG • WRESTLING • 1-2 PLAYER



SEE REVIEW PG. 28

Judged solely as a wrestling game I'd have to say that Capcom's Saturday Night Slam Masters is the best one for the Genesis so far. I'd also think that pure fighting gamers will find it impressive. With the added Death Match mode, excellent graphics and perfect control, this is an excellent one or two-player game. 32-Megs o' crunching power! After that tragic US-programmed 16-bit Punisher I feel somewhat relieved.

GRAPHICS 8
MUSIC 7
CONTROL 9
PLAY MECH 9
ORIGINALITY 9

85

I'm not a very big fan of Slam Masters, but I cannot deny that this is an extremely well-done arcade-to-home conversion. The graphics are clean and colorful, the voice quality is decent, the music is great for Genesis and the control is perfection. The addition of the cool new Deathmatch mode should please fans of Slam Masters to no end. Just one question: Why didn't this game come out ages ago?

GRAPHICS 8
MUSIC 7
CONTROL 9
PLAY MECH 8
ORIGINALITY 9

83

Not bad. Capcom does a respectable job at matching the coin-op game's feel and impact. Not only do all the characters control identical to the arcade game, but I also thought that the voice samples and music were better done in this 32-Meg game than it was in the 40-Meg Super SF2. Overall, SNSM is a good arcade to home translation. Nice job Capcom.

GRAPHICS 8
MUSIC 8
CONTROL 9
PLAY MECH 8
ORIGINALITY 9

85

WARLOCK • GENESIS • ACCLAIM • 16MEG • ACTION/ADVENTURE • 1 PLAYER



SEE REVIEW PG. 30

Acclaim's Warlock has a lot going for it: Great play mechanics, nice animation, and overall good graphics. Each level is long and complex giving Warlock a nice non-linear feel. However, way too many repeating enemies and backgrounds stand in the way of goodness. Still a quality adventure for fans of the flick o' demonic possession.

GRAPHICS 7
MUSIC 7
CONTROL 7
PLAY MECH 7
ORIGINALITY 8

75

Euro joy for me! This title is a perfect example of the reason why I'm not into European games. Ultrashoddy graphics and music are complemented by extremely repetitive stages and unbelievably mundane gameplay in this death-titled. To its credit, however, Warlock does have good animation and is fairly difficult.

GRAPHICS 5
MUSIC 5
CONTROL 7
PLAY MECH 6
ORIGINALITY 8

65

Warlock is a game with good control, decent challenge, nice animation and little else. The levels are some of the most repetitive in recent memory, graphics are passable but unspectacular and the music is downright annoying at times. To add insult to injury, the ending was basic, short and boring. Good movie though.

GRAPHICS 5
MUSIC 6
CONTROL 6
PLAY MECH 7
ORIGINALITY 7

67

TRUE LIES • GENESIS • ACCLAIM • 16MEG • TOP-VIEW SHOOTING • 1 PLAYER



SEE REVIEW PG. 32

True Lies is a quality top-view shooter for the Genesis. While the game offers nothing groundbreaking it does help fill a void in Sega's 16-Bit line-up. The graphics are above-average and nicely detailed. Multi-directional shooting really enhances the gameplay and trickling blood and nice explosions add to the realism. I also liked the reactions of the innocent bystanders as you lay waste on the bad guys. A solid, but difficult action/shooter.

GRAPHICS 7
MUSIC 7
CONTROL 9
PLAY MECH 8
ORIGINALITY 7

70

Agh! For me, this game exudes little more than pain. While the concept of the title is cool enough, the execution was somewhat broken. Bad art and animation, OK music and a completely off learning curve add up to a rather average title. But hey, Mortal Kombat fans! Its got **BLOOD!**

GRAPHICS 6
MUSIC 6
CONTROL 8
PLAY MECH 7
ORIGINALITY 8

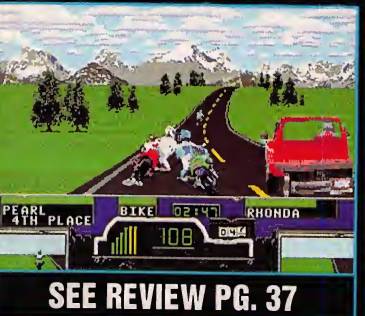
65

Well, if you're looking for a good shooting/action game, with excellent playability and blood and carnage galore, then this is it. The only bad part is, the game gets to be so impossibly hard in the later levels that playing True Lies stops being fun and starts being work. This game is frustrating.

GRAPHICS 7
MUSIC 7
CONTROL 9
PLAY MECH 8
ORIGINALITY 8

74

ROAD RASH • SEGA CD • EA • RACING/COMBAT • 1-2 PLAYER



SEE REVIEW PG. 37

This is as close as you're gonna get to the rapture of RR 3DO... without a 3DO. But it ain't that close. All the grungy tunes are intact (so bring a barf bag) as well as the digitized racer and vehicles. What is of course missing, are the scalling backgrounds, mucho color, and some of the animation. Other than that, it's all here. Put it all together and you've got a pretty cool 16-Bit racer!

GRAPHICS 7
MUSIC 7
CONTROL 8
PLAY MECH 8
ORIGINALITY 6

70

I don't know about this 3DO connection. Sure, Road Rash CD is a good 16-bit racer, but let's not go overboard. The 3DO has joy-polygons, powerful animation and thousands of colors. The Sega CD has no polygons, OK animation, and 64 colors. Still for 16-Bit, it's neat. I'm sure RR fans will do backflips, like silly.

GRAPHICS 6
MUSIC 9
CONTROL 8
PLAY MECH 7
ORIGINALITY 5

73

Road Rash CD is a good game, but its becoming obvious to me that EA's running out of new RR ideas and concepts. This game could be the poster boy for 'Been there, done that.' Motorcycle racing games are a rarity these days, and I do like the 'signature' RR control and playability that this game possesses, but the Road Rash series is quickly turning into the Road Refresh series.

GRAPHICS 6
MUSIC 10
CONTROL 8
PLAY MECH 7
ORIGINALITY 5

77

SKID**NICK ROX****K. LEE****PREHISTORIK MAN • SNES • TITUS • 8MEG • ACTION/PLATFORM • 1 PLAYER**

Prehistorik Man is an 8-meg wonder. The developers of this premium platformer really know their way around the SNES development system. Besides the fact that the game is laid out superbly and has one of the coolest characters I've ever seen, it's mucho long, has tons of play mechanics, and is loaded with groovy special effects like transparencies, line scrolls, and multi jointed bosses. A legendary platformer with a great sense of humor.

GRAPHICS 9
MUSIC 7
CONTROL 9
PLAY MECH 9
ORIGINALITY 9

94

I am completely blown away by this 8-Meg cart. First of all, we're talking TITUS here - not a name synonymous with high-quality titles like this. Secondly, I hate British games, so for me to be impressed it MUST be pretty darn hatchin'! The effects seen in this game are almost 32-Bit - double transparencies, scary line-scrolling with six layers of parallax and a fairly large amount of characters onscreen. My ONLY problems with this game are the character, the music and the basic gameplay.

GRAPHICS 10
MUSIC 6
CONTROL 8
PLAY MECH 7
ORIGINALITY 8

87

Way to go Titus! Sometimes big surprises DO come in small packages. Take Prehistorik Man for example. Here we have a game that's only 8-meg, yet it features a lengthy quest, amazing SFX, quality music, a personable main character and play mechanics to burn. How is this possible? Through hard work. I highly recommend this game.

GRAPHICS 9
MUSIC 7
CONTROL 8
PLAY MECH 8
ORIGINALITY 9

90**SEE REVIEW PG. 46****STARGATE • SNES • ACCLAIM • 16MEG • ACTION/ADVENTURE • 1 PLAYER**

Recently, Acclaim's movie-to-game translations have been surprisingly good, but Stargate comes darn close to being the best one. I still consider both Alien 3 games (SNES and Genesis) as kings of the movie-game genre. Hey! didn't Acclaim release those? Besides a tad too much repetition in the backgrounds, it's hard to find fault with SG. The rotoscoping is beauty, the art is very realistic, and the layout and design are excellent. No big bosses but a great adventure nevertheless.

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAY MECH 7
ORIGINALITY 8

90

More Euro Joy! Actually, this is an excellent movie-to-game translation. Add great art, a beautiful rotoscoped character, many scrolls, well-composed albeit repetitive music, non-linear stages and Contra-ish nuances together and you get one of the best movie games ever programmed. Definitely recommended.

GRAPHICS 8
MUSIC 7
CONTROL 7
PLAY MECH 7
ORIGINALITY 7

84

Stargate on the SNES is solid as a rock. While the background graphics are a little basic and the music gets very repetitive at times, Stargate is strong in every other respect. The game is non-linear, (somewhat of a rarity these days) has pin-point perfect control, silky smooth character animation and an interesting storyline. The programmers at Probe are turning out to be Acclaim's biggest asset....Stargate is the proof.

GRAPHICS 7
MUSIC 8
CONTROL 8
PLAY MECH 7
ORIGINALITY 7

87**SEE REVIEW PG. 48****KYLE PETTY'S NO FEAR RACING • SNES • WILLIAMS ENTERTAINMENT • 24MEG • RACING • 1-2 PLAYER**

What a cool racing game! No Mode-7 here, just fast, smooth racing, complete with trackside attractions like grandstands, and big banked turns. Kyle Petty is NASCAR racing done right. When you come out of a turn you actually see the correct view of your car, not just the bumper. Also, the actual strategy you use to win, like drafting and breaking, is just like the real thing. Add to that every option under the sun, two player mode, a dose of SGI, and a great soundtrack, and you've got one solid SNES racer.

GRAPHICS 7
MUSIC 7
CONTROL 9
PLAY MECH 8
ORIGINALITY 7

80

Kyle Petty has lots and lots of frames of animation that repeat over and over along the track. It's a cool concept to get stuff on the side of the road, but I just couldn't get with it. The game controls well and has tons of great options, like a track edit mode but in the end KP just didn't light my fire.

GRAPHICS 7
MUSIC 6
CONTROL 8
PLAY MECH 7
ORIGINALITY 8

80

This is the best NASCAR racing game this side of Daytona on the Saturn. The graphics and music are the weakest part of this game, and even they are very good. This game does so many things right. KPNFR has great control, plenty of diverse tracks, lots of replay value, challenge galore, and a perfectly executed split screen mode. (that's a switch) I can't wait to see what Williams can do on the Ultra.

GRAPHICS 7
MUSIC 6
CONTROL 9
PLAY MECH 9
ORIGINALITY 9

92**SEE REVIEW PG. 52****CHAOTIX • 32X • SEGA • 24MEG • ACTION/PLATFORM • 1-2 PLAYER**

The second you turn on Chaotix and hear that music, you know you're in for something special... and you are. Chaotix is a whole new twist on the Sonic saga. This time around the emphasis is on exploration, groundbreaking play mechanics, and fun. The graphics in Chaotix are as bright and colorful as they come and are laced with a mind-bending amount of multi-directional scrolling. Robotnik gets a big facelift on the 32X, and you can play the game with up to 35 character combinations! I can't nick the game in a little box, just buy it!

GRAPHICS 9
MUSIC 10
CONTROL 10
PLAY MECH 10
ORIGINALITY 10

98

I'm utterly speechless - the highest power in platformers is a 32X game?? In my opinion, the Sonic series has been on a downhill roll ever since the fantastic Sonic 2 and this cart-o'-power destroys it in terms of overall quality and joy! Scary scrolls numbering in double-digits, extremely cool tethered gameplay and some of the best music ever heard in a video game (On 32X!) adds up to the title I'm buying a 32X for just to play.

GRAPHICS 9
MUSIC 10
CONTROL 9
PLAY MECH 10
ORIGINALITY 9

98

The best game for the 32X has arrived. As expected, Chaotix breaks new ground in several areas. The graphics in this game are the most colorful and detailed yet seen on the 32X, (check out the scrolls.) You want blissful music? No problem. You want effortless play control and innovative play mechanics? Step right up. Jaw dropping SFX? Check. What really separates this 32X game from the rest is its overall refinement and class. Numero Uno.

GRAPHICS 9
MUSIC 10
CONTROL 9
PLAY MECH 10
ORIGINALITY 9

97**SEE REVIEW PG. 66****RISE OF THE ROBOTS • 3DO • ABSOLUTE • CD • FIGHTING • 1-2 PLAYER**

I can't say it enough, graphics don't make a game great. Rise of the Robots has great graphics, but unfortunately, mediocre gameplay. When compared to today's stiff competition like Tohshinden, Virtua Fighter, and DarkStalkers, (all slated for 32-Bit home consoles in '95) Rise falls way short in execution. Sci-Fi fans or those looking for a straightforward, simplified fighter may find ROTR sufficient, but if you're looking for combo-crunching gameplay, try another.

GRAPHICS 8
MUSIC 7
CONTROL 4
PLAY MECH 3
ORIGINALITY 5

50

This very well may be the worst fighting game I've ever played in my entire life, despite all its fancy, shiny SGI-ness. With choppy animation, incredibly shallow, painful and lame two-button gameplay, zero scrolls or even stages that MOVE for that matter, Rise of the Robots is one to avoid... especially with such power-games like Tekken, Tohshinden, and Virtua on the way.

GRAPHICS 5
MUSIC 3
CONTROL 3
PLAY MECH 2
ORIGINALITY 5

40

This is one of the worst fighting games I've ever had the displeasure of coming in contact with. The SGI graphics are great but the control is spectacularly inept. More than just stiff and uneventful, ROTR's gameplay is just...Just BORING. It's a pity that this graceless excuse for a fighting game had to trip its way into GameFans offices, all broken and haggard.

GRAPHICS 6
MUSIC 6
CONTROL 3
PLAY MECH 2
ORIGINALITY 4

40**SEE REVIEW PG. 87**



Travel With Thy Controller In
Hand To A Land Where
Cheaters Prosper...

X-Men (Arcade) Play as AKUMA

1p Side:

Move the cursor to Spiral and wait about 5 seconds (from here on out, be sure to pause at least one second on each character). Next, move the cursor to Silver Samurai, Psylocke, Colossus, and Iceman. Next, Move Up-Right to Cyclops, right to Wolverine, right to Omega Red, then finally down to Silver Samurai. Wait 5 seconds and press Fierce, Roundhouse and short at the same time.

2p Side:

Move the cursor to Storm and wait about 5 seconds (from here on out, be sure to pause at least one second on each character). Now, move right to Cyclops, down to Colossus, left to Iceman, and left to Sentinel. Now move left to Omega Red, left to Wolverine, down to Psylocke, right to Silver Samurai and finally right to Spiral. Wait 5 seconds and press Fierce, Roundhouse and short at the same time. Allan Sum, Flushing, NY

Move List

Regular Specials:

Go-Shoryuken - →↓↘ Punch

Go-Hadoken - ↓↘↘ Punch

Zanku-Hadoken - ↓↘↘ Punch in the air

Shakunetsu-Hadoken - ←↘↓↘↘ Punch

Tenma-Kutokiyaku - ↓↘↘ Kick in the air

Tatsumaki-Zankukyaku - ↓↘↘ Kick

Kuchu Tatsumaki-Zankukyaku - ↓↘↘ Kick in the air

X-Powers:

Ashura Senku - →↓↘ or ←↓↘ + All Punches or Kicks

Ensatsu-Shoryuken - ↓↘↘ Punch

Hyper-X Moves:

Ensatsu-Go-Hadoken - ↓↘↘↓↘↘ Punch

Ensatsu-Go-Shoryuken - ↓↘↘↓↘↘ Punch



Mickey Mania (Genesis, Sega CD, & SNES)

DIFFICULTY NORMAL
TRIES FOUR
THROW 8
JUMP A OR C
SOUND TEST
HELP SCREEN
EXIT

MUSIC CONTINUE
FX APPEAR
SPEECH TAKE THAT
EXIT

LEVEL **BONUS** **LEVEL**
START

Level Skip.

Genesis & SNes - Under Sound Test in the options menu, set the Music to **Beanstalk 1** and the Sound FX to **extra try**. Line the pencil up with Exit and Hold down the L button on the controller for about 5 to 10 seconds until you hear a beep. Then exit, and press start. Now you can select any level by lining up the pencil with the level, and pressing right on the controller.

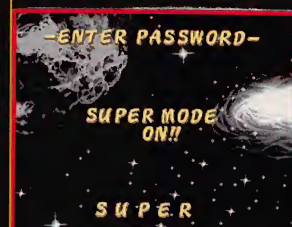
Sega CD - Under Sound Test in the options menu, set Music to **continue**, the Sound FX to **appear**, and the Speech to **take that**. Then line the pencil up with exit and hold LEFT on the controller for about 5 to 10 seconds until you hear a beep. Exit and press start. Now you can select any level by lining up the pencil with the level title and pressing right on the controller.

Ristar (Genesis)

Super Hard Mode

Is Ristar too easy for you? Then think again. Just enter the password, "SUPER".

Chris Birkes
Las Vegas, NV



Road Rash 3 (Genesis)



Below are the passwords for any bike, starting on Level One.

Rat Bikes:

Corsair 4000 (45 hp) - AK01 12HK
Kamakazi 250 (50 hp) - MK00 15H2

Banzai 450 (60 hp) - CG01 17HL

Ratzo 500 (65 hp) - EG00 18HN

Stiletto 600 (75 hp) - AG01 1AHO

Perro 250 (75 hp) - GC00 1DHS

Kamakazi 750 (100 hp) - 2I01 1FHL

Diablo 750 (90 hp) - OI00 1GHB

DMG 1000 (120 hp) - AG01 1IHO

Corsair 600N (140 hp) - M221 1LH1

Kamakazi 750N (120 hp) - EQ01 1NWH

Banzai 750 1100 (140 hp) - QC00 10HF

Stiletto 900N (140 hp) - 0220 1RGI

Diablo 1000N (160 hp) - CG00 1THC

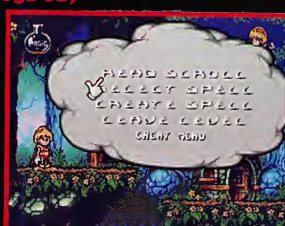
Ken Wilson
Seaford, DE

Rise of the Robots (SNES)

Play as the Supervisor.

To play as the supervisor, press UP, RIGHT, DOWN, LEFT, and any button except select and start at the mode select screen using control pad 1, also 2-P should be lit. Now press start at 2-P mode and push right until you reach the supervisor. Now the 2-P can play as the supervisor. Her moves are DOWN, TOWARD, UP for a morphing burst and DOWN, AWAY, UP for an invincible titanium pool.
Robbie Strong
Wilmington, DE

Flink (Sega CD)



Cheat Mode

From anywhere in the game. Hold DOWN, then hold DOWN and START and let go of DOWN. Continue holding START while you push, RIGHT (3X), LEFT (3X), RIGHT (2X), LEFT (2x), RIGHT (1X), LEFT (1X), and continue to hold START. Now push A, B, and C all at the same time and release all buttons including START. If done properly scrolls should appear on the screen. Exit the scrolls and bring up menu again, at the bottom you will see "Cheat Mode."
Travis Krouse, Cedar Rapids, Iowa

BALLZ (Genesis)

Belt select.

These codes for Ballz for the Sega Genesis allow you to skip right to Red Belt, Green Belt, or Blue Belt. When the game is at the main title screen enter one of the following codes on Controller One.

Red Belt: A, DOWN, DOWN, B, B, B, C, LEFT, RIGHT

Green Belt: A, A, DOWN, C, B, A, UP, UP, DOWN

Blue Belt: A, B, DOWN, DOWN, RIGHT, LEFT, UP, UP, UP

Trevor Wilson
Orem, UT



Return Fire (3DO)

Open all unbeaten stages.

All you have to do is input "WOLF" as the password!

Weird debug mode.

1. Hold the RS and LS buttons together after selecting a stage until the game begins.
2. During the game, press buttons RS + LS + P at the same time. This will bring up the menu.
3. Now check out what you can do with this menu!

BFire Ver. EC19.1.1
Map: 05.07.00
Name: 00000000
Address: 00000000
Object: 00000000
of Cells for Room: 00000000
Status: 00000000
Audio Screen
Flag in first building: On
Display FPS: On
Exit

BEYOND OASIS

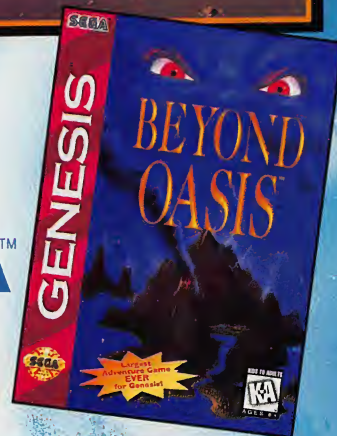
BLOB OUT! Make short order of bilious blobs and evil trolls with Prince Ali's weapons, punches and kicks — or dig deeper to discover *HIDDEN SECRET MOVES* — a SEGA™ first!



ROCK ON! You'll need more than sticks and stones to battle the Rock Boss. Count on the four Wild Spirits to back you up — especially the superhot Efrete the Fire Spirit!



FIRE UP! Wrap your brain around mind-boggling puzzles that lead to close encounters of the fire-breathing kind — then save up to 4 games with battery back-up!



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THE ULTIMATE ADVENTURE AWAITS!

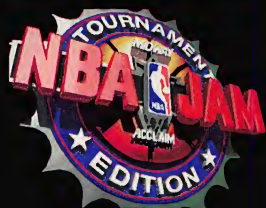


Virtua Racing (32X)

Scale and Rotate the tracks.

This trick will allow you to scale and play around with the tracks in the options screen. Go to the track selection screen and press the following buttons on controller two.

1. Hold START button and press A to scale the track.
 2. Hold START button and press B to scale out track.
 3. Hold START and C and press UP or DOWN to flip the track.
 4. Hold START and press either LEFT, RIGHT, UP, or DOWN to move the track.
- Wilson Torres
Corona, NY



SNES

Secret Characters

To be able to use a secret character you must first have "Tournament Mode" turned off. Choose "Yes" when it asks you to enter your initials. Once at the "Initials" screen, enter the appropriate initials and button sequences. If done right it will say "Secret Character."

Chow Chow

Initial A, Press any button
Initial M, Hold Start, press A
Initial X, Hold Start, press Y

Weasel

Initial R, Hold Start, press B
Initial A, Hold Start, press A
Initial Y, Press any button

Brutah

Initial L, Hold Start, press A
Initial G, Hold Start, press B
Initial N, Press any button

Kabuki

Initial D, Press any button
Initial A, Hold Start, press B
Initial N, Hold Start, press A

Facime

Initial X, Hold Start, press B
Initial Y, Hold Start, press B
Initial Z, Hold Start, press A

Air Dog

Initial A, Hold Start, press Y
Initial I, Press any button
Initial R, Hold Start, press B

Hill

Initial N, Hold Start, press A
Initial D, Hold Start, press B
Initial H, Hold Start, press A

Kid Silk

Initial K, Press any button
Initial S, Hold Start, press B
Initial K, Hold Start, press Y

Scooter Pie

Initial H, Hold Start, press A
Initial T, Press any button
Initial P, Hold Start, press Y

Moosekat

Initial M, Hold Start, press B
Initial P, Hold Start, press Y
Initial F, Press any button

Moon

Initial J, Press any button
Initial A, Hold Start, press A
Initial Y, Hold Start, press B

Kirby

Initial C, Hold Start, press B
Initial K, Press any button
Initial "space", Hold Start, press Y

Snake

Initial G, Hold Start, press A
Initial O, Hold Start, press Y
Initial F, Hold Start, press B

Falcos

Initial J, Hold Start, press A
Initial F, Press any button
Initial "space", Hold Start, press Y

Musket

Initial M, Hold Start, press B
Initial C, Hold Start, press B
Initial M, Hold Start, press Y

Turmel

Initial M, Hold Start, press A
Initial J, Press any button
Initial T, Hold Start, press A

Revitt

Initial R, Press any button
Initial J, Hold Start, press A
Initial R, Hold Start, press Y

Divita

Initial S, Hold Start, press A
Initial A, Hold Start, press Y
Initial L, Press any button

Liptak

Initial S, Press any button
Initial L, Hold Start, press B
Initial "space", Hold Start, press B

GosKie

Initial T, Hold Start, press B
Initial W, Press any button
Initial G, Hold Start, press A

Carlton

Initial J, Hold Start, press Y
Initial M, Hold Start, press Y
Initial C, Hold Start, press B

Larry Bird

Initial B, Hold Start, press A
Initial R, Hold Start, press Y
Initial D, Hold Start, press A

Blaze

Initial B, Hold Start, press Y
Initial L, Press any button
Initial Z, Hold Start, press Y

Benny

Initial B, Hold Start, press B
Initial N, Press any button
Initial Y, Hold Start, press Y

Hugo

Initial H, Press any button
Initial G, Hold Start, press Y
Initial O, Hold Start, press A



Crunch

Initial C, Hold Start, press A
Initial R, Hold Start, press B
Initial N, Press any button

Gorilla

Initial G, Press any button
Initial O, Hold Start, press B
Initial R, Hold Start, press B

B. Clinton

Initial C, Hold Start, press A
Initial I, Press any button
Initial C, Hold Start, press B

H. Clinton

Initial H, Press any button
Initial C, Hold Start, press B
Initial "space", Press any button

Prince Charles

Initial R, Hold Start, press B
Initial O, Hold Start, press A
Initial Y, Press any button

Heavy D.

Initial H, Hold Start, press A
Initial V, Press any button
Initial Y, Hold Start, press B

Jazzy Jeff

Initial J, Hold Start, press Y
Initial A, Hold Start, press A
Initial Z, Hold Start, press A

Fresh Prince

Initial W, Hold Start, press Y
Initial I, Hold Start, press B
Initial L, Press any button

Frank Thomas

Initial S, Hold Start, press B
Initial O, Press any button
Initial X, Hold Start, press A

Cumplingham

Initial P, Press any button
Initial H, Hold Start, press A
Initial I, Hold Start, press Y

Mike D.

Initial M, Hold Start, press Y
Initial K, Press any button
Initial D, Hold Start, press Y

Adrbck

Initial A, Press any button
Initial D, Hold Start, press Y
Initial R, Hold Start, press B

MCA

Initial M, Hold Start, press B
Initial C, Hold Start, press B
Initial A, Press any button



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Second prize will win a free GameFan T Shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize!

Third prize will win a Game Fan T Shirt, and a one year subscription to GameFan.

First Prize!

The winner will receive a free game console of his or her choice. That's **ANY** game console; 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo Geo.

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First Prize: Allan Sum

Flushing, New York

Second Prize: Travis Crousie

Cedar Rapids, Iowa

Third Prize: Chris Birks

Las Vegas, Nevada

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Agoura Hills Ca. 91301



Enter the following codes in at the "Tonight's Matchup screen". You will either hear a "Chime" or see a "Message" that tells you the code worked.

Power-ups:

Shot Percentage:

Quick Hands:

Max. Power:

Powerup Goaltending:

Powerup Fire:

Powerup Turbo:

Powerup Offense:

Powerup 3-Pointers:

Powerup Dunks:

Teleport Pass:

Rainbow Shots:

Speed Up:

Slippery Court:

UP, UP, DOWN, DOWN, B
LEFT, LEFT, LEFT, LEFT, A, RIGHT
RIGHT, RIGHT, LEFT, RIGHT, B, B, RIGHT
RIGHT, UP, DOWN, RIGHT, DOWN, UP
DOWN, RIGHT, RIGHT, B, A, LEFT
B, B, B, A, DOWN, DOWN, UP, LEFT
A, B, UP, A, B, UP, DOWN
UP, DOWN, LEFT, RIGHT, LEFT, DOWN, UP
LEFT, RIGHT, A, B, B, A (Hold A till tip-off)
UP, RIGHT, RIGHT, LEFT, A, DOWN, LEFT, LEFT, RIGHT, B
UP, DOWN, UP, DOWN, RIGHT, UP, A, A, A, DOWN
UP, UP, UP, UP, LEFT, LEFT, LEFT, LEFT, B, A
A, A, A, A, A, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT

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"I GO FROM

WAY COOL



SPACE

DUDE TO A

BRAIN

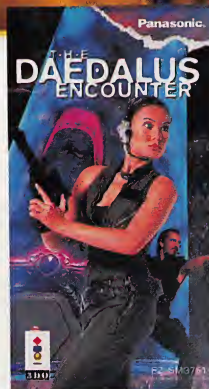
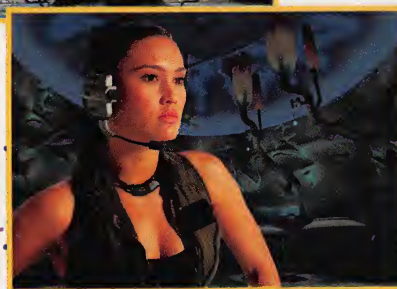
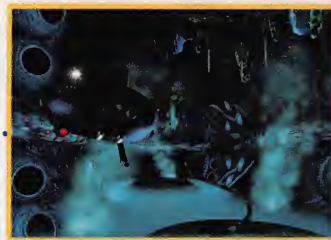
IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carerre. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krinn and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later." ■



Panasonic
Software Company

THE ADVENTURES OF TEAM GAMEFAN

3:00 AM.

GAMEFAN HEADQUARTERS.

CRUNCH TIME.

IN 30 HOURS ALL FILM FOR THE MAGAZINE IS DUE AT THE PLANT. THE CREW IS WORKING FEVERISHLY TO GET THE LAST FEW PAGES DONE. POSTMEISTER INCLUDED...

WHEW! WELL THAT'S THE LAST OF THE LETTERS. I'M BEAT.

ALL DONE, POSTMEISTER?

YEAH. I'M TURNIN' IN. SEE YA TOMORROW.

O.K. THANKS. GET SOME REST.

R. LEE AND THE ENQUIRER. DON'T YOU GUYS EVER GET TIRED OF THAT GAME.

NOPE!

SUPER
SF II
TURBO

HEY, THERE'S NOT SUPPOSED TO BE ANYONE WORKIN' DOWN HERE.

WHAT TH..? HEY! WHO ARE YOU?! WHATTA YA DOIN' IN HERE?!

WHA... WHO DARES?!

OH, IT'S JUST A MAILMAN.

PLEASE, YOU ARE
DISTURBING ME. DELIVER
YOUR MAIL AND GO.



LOOK, I DON'T KNOW
WHO YOU ARE, YOU
ARROGANT SON-OF-
#@*!*, BUT YOU'RE
ABOUT TO GET
MACED!



OH NO! NOT THE DREADED "PEPPER SPRAY".
DON'T MAKE ME LAUGH, POSTAL TWIT.



NAW, THAT STUFF'S
FOR CHIHUAHUAS AND
SISSIES. YA SEE...



...I USE MY OWN
SPECIAL BREW!



FWISH

NOW WHAT'S CAUSING
THAT BURNING SENSATION
IN YER EYES IS A COMBINATION
OF MACE, BORIC ACID, FISH
EMULSION, AND A LITTLE OF
MY OWN STOMACH BILE FOR
THAT EXTRA WANG!





THAT'LL TEACH
YOU TO STEAL
FILES! INDUSTRIAL
SPY! JERK..

OMIGAWD!
THAT'S NOT
RIGHT!



POSTY! WHAT'RE
YOU DOING?!

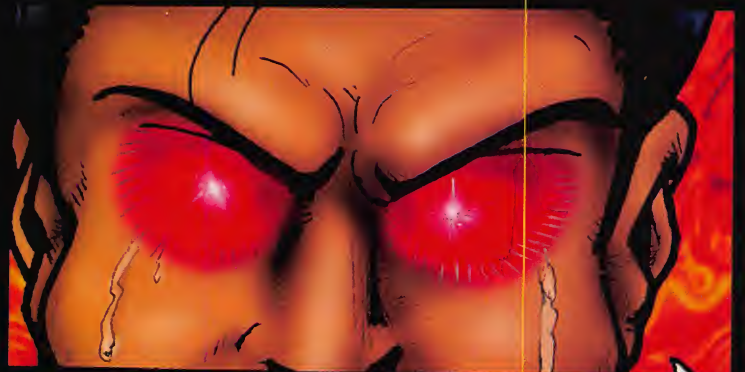


JUST TAKIN'
CARE OF THIS
THIEVIN'
PIECE A'
INFILTRATIN'
TRASH!



NO, THAT'S SUCH
PAIN! THIS IS
SLASHER QUAN,
POSTY. HE'S A
NEW EDITOR
JUST HIRED
THIS WEEK.
ARE YOU OKAY
SLASHER?

OOP?



ARR..

..LOOK WHAT YOU'VE DONE!



HEY, THE
GLOWING RED
EYES IS A
GOOD LOOK
FOR YOU. I
GUESS JUST
WATCH THAT
"POSTAL TWIT"
CRAP NEXT
TIME, 'CUZ I
AM CRAZY!

*



MAN, TOUGH
CROWD.

YOU GOTTA LIGHTEN
UP, POSTY.
DON'T TOUCH!

WELCOME ABOARD,
MR. QUAN.

Wolfe '95



ONE MUST BE OF PURE MIND
AND HEART TO VANQUISH THE
WARLOCK'S EVIL MASTER!

**"Part strategy,
part action! Warlock
conjuges an unbeat-
able spell!!!"**



ENTER THE ARENA AND DO
BATTLE AS A FIERCE MINOTAUR!



HAUNTING MELODIES
STIR UNHOLY
APPARITIONS!

**"Magical pick-ups and ancestral
spells unleash chaotic fury!"**



DEFEAT THE UNDEAD
AND YE SHALL BE
ALLOWED TO PASS!



BEWARE DEMONS
DEEP WITHIN
THE DUNGEON'S
BOWELS!



SURVIVAL
DEPENDS ON
MASTERING
MANY SPELLS!

**"Bored of just playing
roles... Warlock delivers
horrific
action!"**



AVOID THE WINGED
DRAGON'S FIERY BREATH!

WARLOCK™

BEWARE THE ULTIMATE EVIL!

BASED ON
THE HIT MOVIE!

The once in a millennium
confrontation is
upon you! Using
the powerful spells
and potions entrusted to you
by your Druid ancestors, battle
gargoyles, the Undead, fire-
breathing dragons...and if you survive, the
all-powerful Warlock! Combining strategy,
intuition, and sorcery, you must be the first to
locate six ancient runestones-and save all creation
from unraveling! Afraid? He already knows that.



The evil unfolds... (516) 624-9300



GENESIS™



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**BATMAN FOREVER™ THE VIDEO GAME
SEPTEMBER '95**

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SEGA • 16 MEG
ACTION/ADV.
1-2 PLAYER(S)
AVAILABLE JULY



the adventures of BATMAN & ROBIN

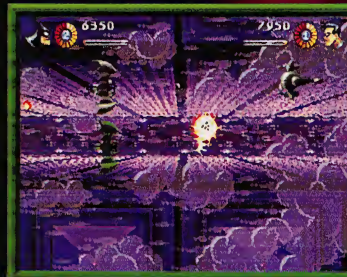
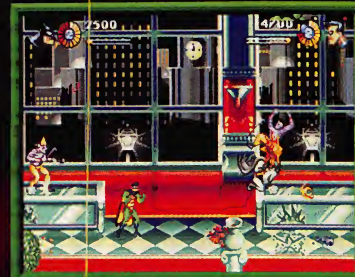
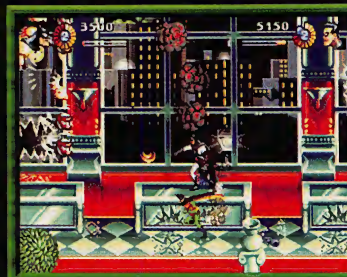


Well, this cart keeps getting more incredible every month...and it's still not done! Fear not Bat-faithful, this one will definitely be worth the wait.

The Adventures of Batman & Robin is a side-view bliss-fest based on the animated TV series. The cart combines scrolling fighting with various types of shooting scenes, such as the Batplane and rocket packs.

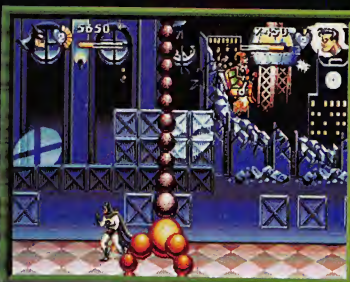
New additions in the cart we received for this update include enemies for incomplete levels, a new multi-layered cloud cover over Gotham during the Batplane scene, and a totally amazing, full-screen cat boss with fully-clawed paws and a warping head!

However, the most breathtaking addition to the cart is a boss I can only describe as The Mad Hatter. This guy sits in a giant top hat which floats above a transparent track. What's incredible is the track you're standing on scrolls both in and out of the background, and obstacles appear along the track. You must run and jump to avoid these walls while you are battling the boss! The tracks twists, turns, and flows in many directions all while tons of sprites are on the screen...I am in total awe of the Genesis, I had no idea it could do this!



Nick Rox put it best when he said, "This is the most incredible 16-bit game I've ever seen!" I wouldn't necessarily go that far...but the game isn't done yet! Incomplete areas show tons of promise though; a tunnel filled with Swiss cheese holes will have a massive boss circling though the holes!

By the way, several other alleged video game mags have given this game misleading, low scores. First of all, this game is amazing...second of all, they shouldn't have reviewed it at all, their version was alpha (about 40% complete)... ooops. It's March now and the game's not due til' July. I already know this game is great, I just want to know if it will be a living legend. You never know until it's in the can...sure looks brilliant!!
—Slasher Quan





We've gone around the block more than once with the SNES version of *Addams Family Values*, which is to date one of Oceans best games. Now here's a taste of the Genesis version.

AFV is through and through a Zelda-esque adventure starring none other than good ol' grungy Uncle Fester, that lovable, but smelly, light bulb suckin' brother of Gomez. Seems that little baby Pubert has flown the coop (the little ghoul is lost) and it's up to Fester to find the little fart. All of the Addams clan is in tow to aid you on

your journey. Granny turns out to be the most helpful as she continuously cooks up luscious batches of cookies (with ingredients like boogers and frog breath... yum) which can restore health or even make Fester invincible for a limited time. The game is laced with complex puzzles and more than a few mystery's to solve, it's definitely a multi-day game.

Graphically, though not quite as impressive as the SNES version, the game is colorful and highly detailed and has a pretty well orchestrated haunting soundtrack. If you're looking for a nice long Action/RPG and you fancy the freaky, AFV will undoubtedly fit into your game plan. We'll review AFV for the Genesis as soon as it's in the can, (or in this case the coffin).

—Mr. Goo

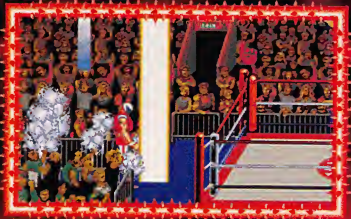
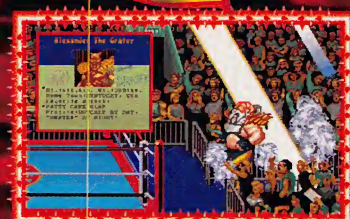
ONCE VOTED THE MOST GROSS PERSON EVER, UNCLE FRITZ ACCIDENTALLY TOOK ONE OF GRANNY'S COOKING POTIONS AND BECAME FRITZ THE RAKE. PRACTICALLY OVERNIGHT.





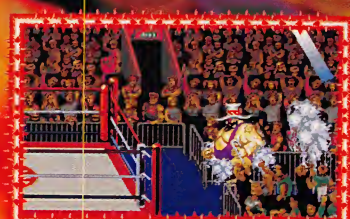
SATURDAY NIGHT SLAMMASTERS

CAPCOM • 32 MEG
WRESTLING • 1-2 PLAYER(S)
AVAILABLE NOW



The wrestling world was getting boring (hey, just like real life) with the same old match-ups, and the same old results. The fans were getting restless... So, the great entertainer, Capcom, decided to put some life back in to the ailing sport, and issued a challenge to the greatest wrestlers in the world: Come prove yourself as the meanest, strongest, most arrogant ever to rock the ring, and the CWA was born. Only ten men were nuts enough to show up at venues throughout the world that Saturday Night... wow, what a story! I'm totally engulfed! The game is much cooler.

If there's ever been a coin-op wrestling game that non-wrestling fans could relate to, it's this one; Capcom's Saturday Night Slammasters. Until now, unless you spent long hours watching grown men pounce around, performing the chore-



ographed carnage of the now soap like WWF, you would have no reason to go out and buy a wrestling game for your SNES or Genesis, but Slammasters is different. SM combines the fighting genre with wrestling action, for a truly unique one-on-one experience. Delivered to the Genesis with 32-megs in tow, this version delivers a good rendition of the popular coin-op.

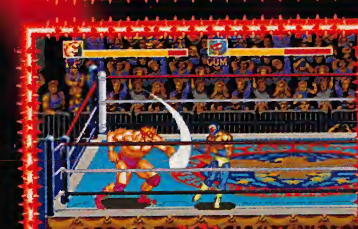
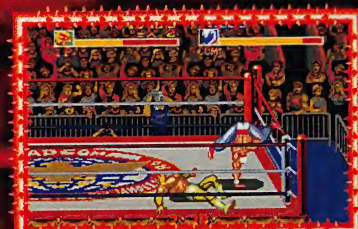
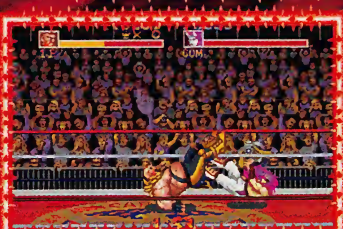
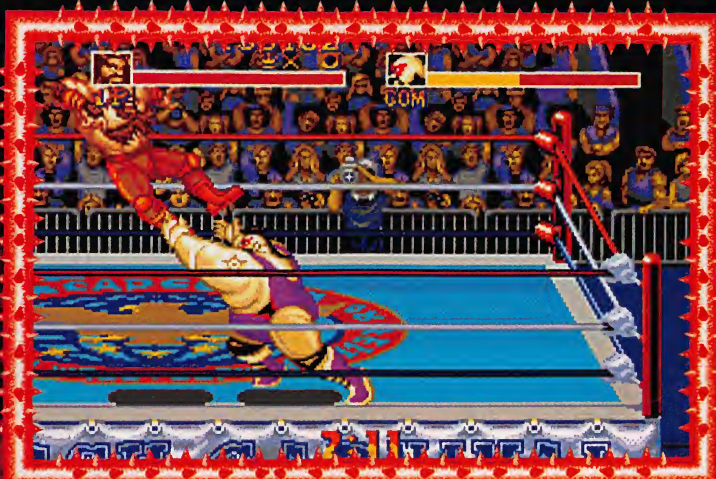
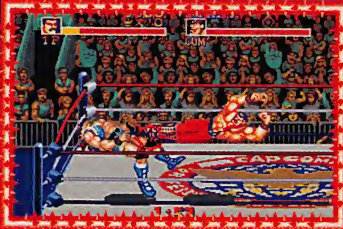


The Street Fighter connection can be found in many places including, the graphics, music, and control. Special moves are executed exactly like those in Street Fighter, (fireballs, 360's etc.) although some must be done while holding your opponent (wrestlers like to hold each other).

A feature exclusive to the Genesis version is the all new two-player Death Match. In this mode you do battle against a friend in a barbed wire ring. You can pick up, swing, and throw tables and chairs, or grab a bottle

ALL NEW DEATH MATCH!

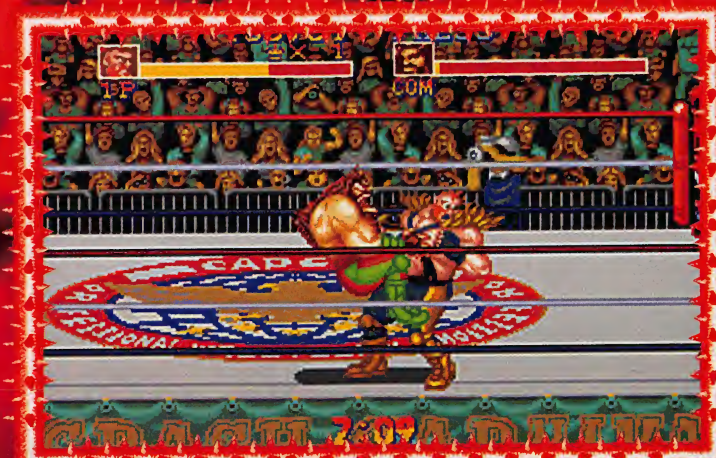
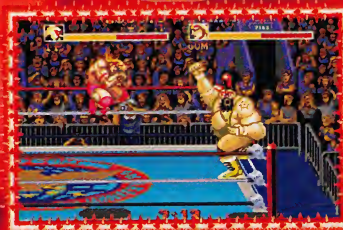




thrown in by an elated fan and bust it over your opponent's head. The death matches are a gas to play and turn out to be a huge bonus, especially if you've played the coin-op to death and need an excuse to buy this version.

The conversion can be compared almost directly to SF2 TE on the Genesis. SM is as good a translation to the Genesis as that was. Meaning the graphics are darn close while the music and sound effects (though good) miss by quite a bit. Of course this is expected given the Genesis's capabilities compared to Capcom's coin-op hardware. For a Genesis game the music's pretty good, but Capcom's vocalist still has a mouth full of marbles.

In the end, what you've got here, is the best wrestling game ever for the Genesis, along with another great Capcom one-on-one fighter, and that's the best of both worlds. —Takahara



WARLOCK

With the advent of the next-generation gaming machines, it takes much more to impress me these days. In the case of Warlock, I erased all those great texture-mapped polygons from my memory banks and made certain to judge it only by 16-bit Genesis standards. And by those standards, Warlock is pretty darn mediocre.

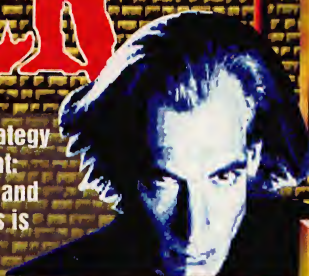
To Warlock's credit, the levels are all basically very straightforward in layout. Even hidden items are easy to stumble upon and after a while, you'll get a feel for where hidden rooms should be. I also liked the fact that you have to spend some time to learn each level. This is one of those games where each enemy has a distinct pattern

or a strategy to defeat: learn it and success is yours, rush,

and the grave will be your permanent domain.

The main character is well animated (I would say it falls into the Blackthorne/Alien 3 vain) albeit non-revolutionary...been there, done that.

In the department of graphics...well, let's just say the word bleak doesn't begin to describe them. In level 1, your character starts out walking around on a warm summer day, all bright, smiley and gay. Then all of a sudden, dark clouds appear and





the game takes on a subsequent dark and dreary look. Only problem is, the summer day wasn't that cheery and colorful to begin with!

Worse, later on in the game, you find yourself venturing through dungeons, through the woods, back to another dungeon again, back to yet another set of woods and so forth. These backgrounds have the same overall look. Basically, the levels are too similar to one another.

Not only do you see the same backgrounds again, but you'll also fight the same skeletons and zombies over and over, which becomes momentarily monotonous. Ah, the enemies...you see, in Warlock, skelevs and zombies are (like the backgrounds) all the same color, which would be great if they were the same skelevs and zombies throughout the game...but they're not. Unbeknownst to you, the bad guys in the later levels are vastly more aggressive and take much more hits to kill, so imagine the look of surprise on your face as you casually shoot at these lethal assassins and get totally pummeled...ya.

Isolated, all the gripes that I have mentioned don't take that much away from the game, but collectively they raise Warlock's cheese factor considerably, and that's a major problem. With sales of 16-bit games slumping and interest in 32/64-bit reaching fever pitch, the SNES and Genesis will need software that emulates a fine wine, not the Monterey Jack that is Warlock. —K.LEE

GENESIS
REVIEW

ACCLAIM • 16MEG
ACTION/PLATFORM
1 PLAYER
AVAILABLE APRIL

ACCLAIM • 16 MEG
TOP VIEW SHOOTING • 1 PLAYER
AVAILABLE APRIL

TRUE LIES



I'm impressed...True Lies is a pretty decent movie-to-game translation. Most of the time companies just toss out a weak, generic platformer with little-to-no connection to the flick. But Acclaim's True Lies for the Genesis maintains strong ties to the True Lies movie. The cart offers up some fairly good, overhead-view, Schwarzeneggerian run and gun action.

Reminiscent of Smash T.V. or maybe even Metal Gear, the action keeps it simple, just like it should be. You shoot your way through multiple



scenes taken directly from the movie, collecting useful armaments such as machine guns, shotguns, and grenades. You can switch between the weapons easily. The missions are pretty uncomplicated, and the message is clear: fire at will! Well, almost...you'll be penalized if you kill too many civilians... duh.

The game is progressively more difficult,



and herein lies one of True Lies' biggest failings. Even on the easiest setting (normal), the game's difficulty curve increases way too sharply. Get set for a lot of replaying to clear levels! Many players will be annoyed and hope for some cheat codes. The only good news is there are passwords, so at least you never have to start over from the beginning.



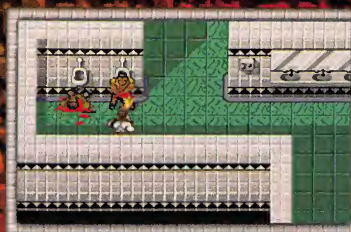
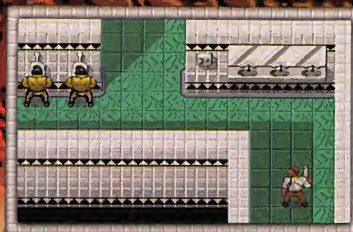
On the other hand, the game's greatest strength is how closely it follows the flick. Unlike other movie translations which all but ignore their source material, True Lies faithfully draws all its levels from the film, and even throws in some story.



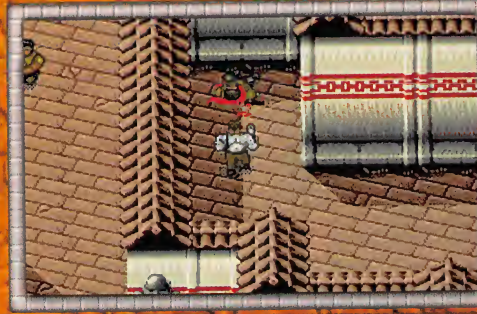
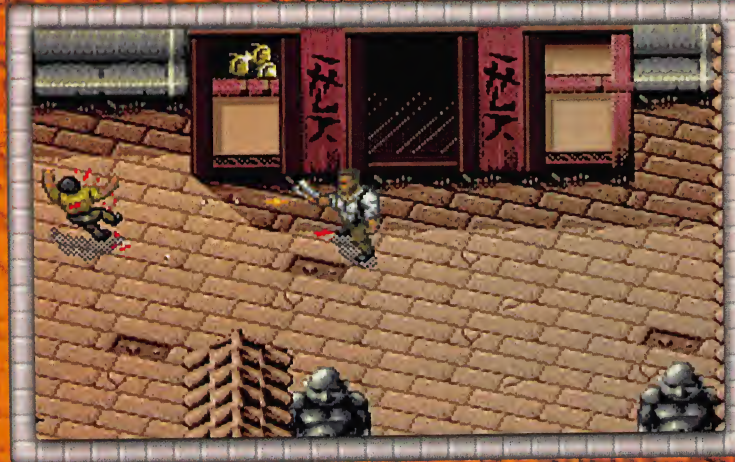
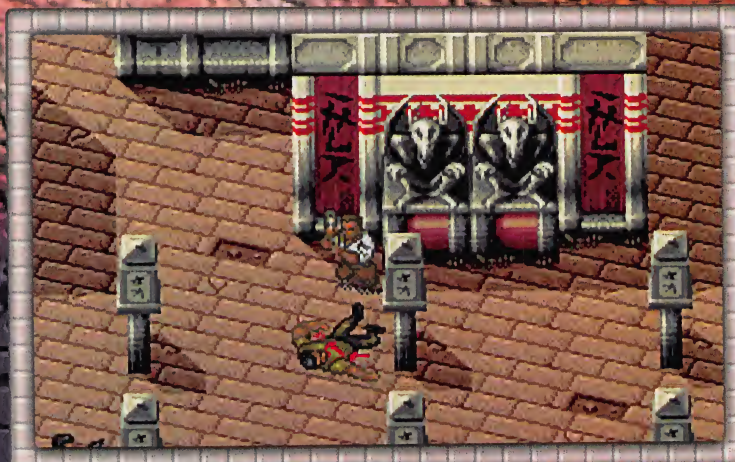
You of course play as Ahhh-nuld, and Tom Arnold's on-screen quips direct you in your mission. You even get cool digitized cut-scenes in-between levels.

The graphics are reasonably colorful and crisp, and are decently drawn.





WHEN YA' GOTTA GO... YA' GOTTA GO!



The character animations suffice but won't blow you away. Sometimes bludgeoned enemies fold and die slowly, that's pretty cool. The same could also be said of the music. The sound effects are kinda cool, especially the explosions.

I thought True Lies the movie was no T2, but certainly way better than most. Like the movie, True Lies the game is good stuff, but a ways short of spectacular. One thing is for sure, in a genre that has been sorely overlooked (top-view action), TL is a welcome addition.

-Slasher Quan





EXO SQUAD

PLAYMATES • 8 MEG
ACTION/ADV.
1-2 PLAYER(S)
AVAILABLE JUNE



It's the 21st century, and the homosapiens have genetically engineered a new breed of humans: neosapiens. Racial conflicts immediately develop, and worse yet the neosapiens have engaged in unauthorized time traveling. Your team of time cops (the Exo Squad) must blast through the past, bust the neos, and bring them back to the future.

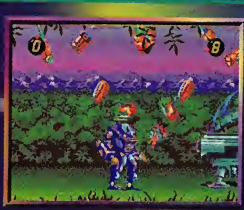
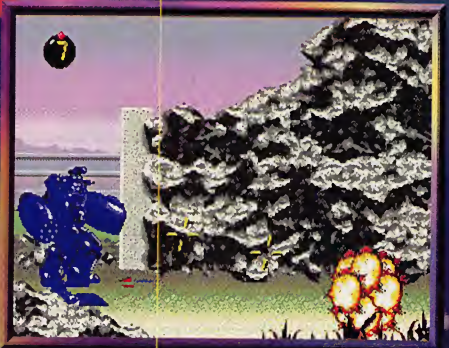
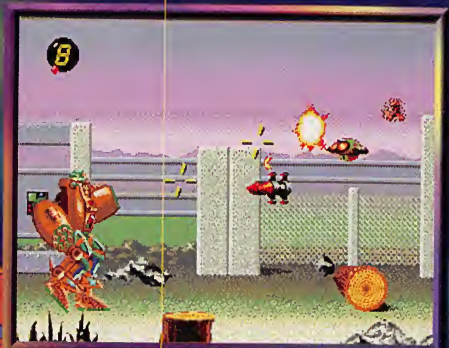
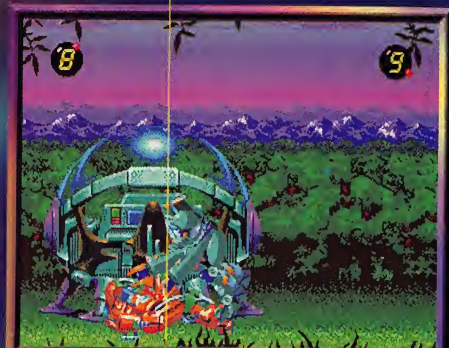
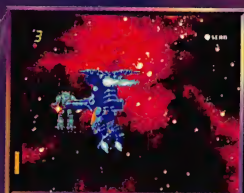
Don't worry, this isn't the plot of the latest Van Damme flick...it's Exo Squad for the Genesis. The cart combines an intricate, full-screen cinematic storyline (check out the pix!) with side-scrolling action, robo-fighting, and 3D space shooting.

In the side-view scenes, you control a massive well-armed robot. It's big and may look clumsy, but it has a surprising range of movements. The trick is to master aiming its arm cannon. The robot looks cool—it's a huge multi-jointed sprite with many animations.

At times you'll go one-on-one with another mega robot. Here you have a new range of moves and duke it out a la Mazin Saga or Black Hole Assault.

The 3D flying scenes are forward-scrolling space sequences where you blast everything in sight. Practice your dodging, because it's tough to kill all the enemies and meteors that litter the screen. As you fly you'll notice a warping effect on the space and pretty smooth scrolling as the alien debris rains down on you.

When Playmates puts the wraps on Exo Squad, we'll have an in-depth review. —Slasher Quan



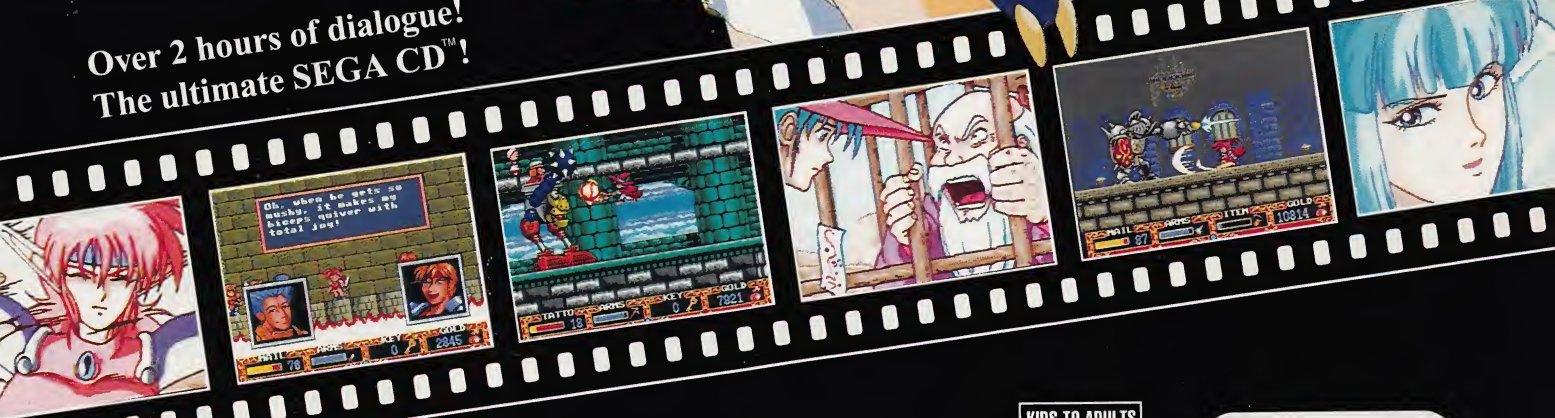
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CD Animation!

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Two Outlaws.
One Serious Mess.



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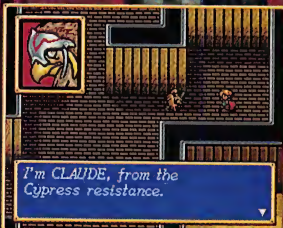
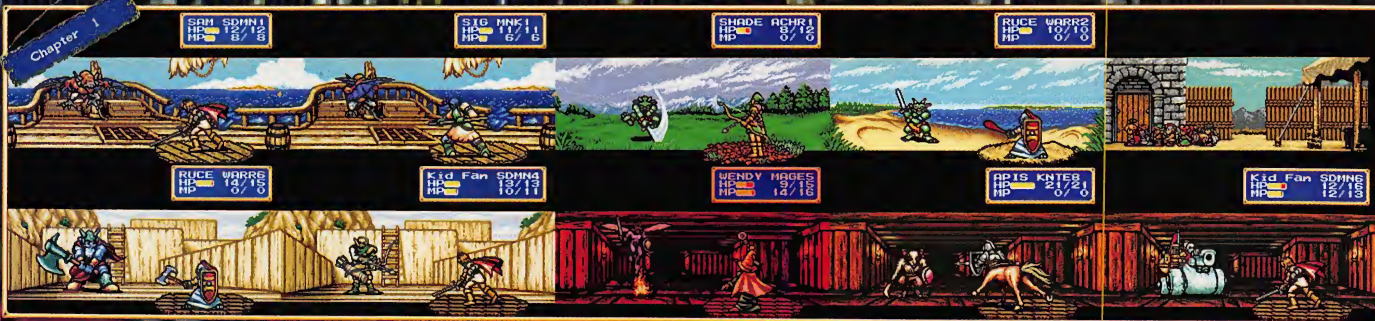
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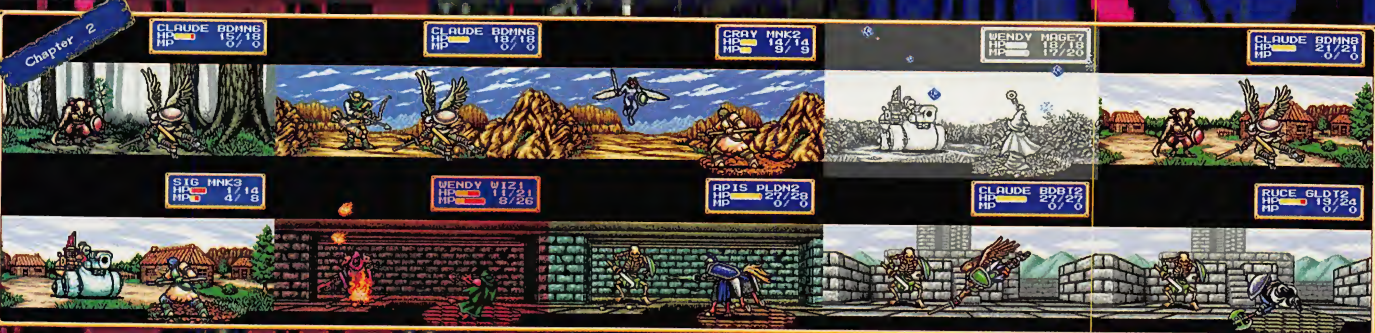
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A fierce battle with Dark Dragon ensued when the Runefaut Army invaded. With the heroics of Max and the Shining Force, Dark Dragon was defeated. The victors returned to their normal lives, vowing for renewed peace. Some disappeared, some left for further adventure, and some returned to their homes and families. And Anri, returned to her kingdom as the Queen of Guardiania. With help from Ken, Lug, and Lowe they rebuilt the kingdom from the ashes of the Runefaut invasion. The story begins 20 years after...



Back in the Dec. '94 issue of GameFan, I reviewed the Game Gear version of Shining Force. Now, five months later, I'm previewing essentially the same game. Based on the two Game Gear Shining Force adventures, one of which didn't make it to America, the latest (And possibly the last - the original Climax has disbanded into two smaller factions, Sonic Software Planning and Max

Entertainment, and the Shining Force license is held by Sega) is in many ways the best of the series. The music is completely arranged, orchestral power and the art, character graphics and spell effects are easily the best of the series. Thankfully, the CD isn't plagued with 8-Bit gameplay either - the Game Gear Shining Forces have just as much depth and strategy as their 16-Bit brothers, yet with a curious absence of towns. I'll have a review of this excellent strategy CD next month.--Nick Rox



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SEGA CD
PREVIEW

SHINING FORCE
CD



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**SEGA CD
REVIEW**

WINNER



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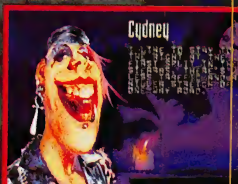


Electronic Arts' Road Rash for the 3DO was widely regarded as the game that signaled a positive turning point for Trip Hawkins' fledgling 32-bit system. Now, Sega CD owners longing for a taste of the 3DO Road Rash experience, will get an opportunity to play a solid version of the 32-bit game on their 16-bit platform. More than just a shell of its 32-bit cousin, RR CD features all of the FMV, all the cool tunes from Soundgarden, Swervedriver, Paw, Therapy?, Monster Magnet, and Hammerbox, all 15 bikes, and all the courses from the hit 3DO game.

In fact, there are only a few things that separate RR CD from RR 3DO. First and most apparent are the actual game graphics. Since the Sega can't produce textured polygons like a 3DO, all the levels feature the bit-mapped graphics seen on previous 16-bit RR's. As with RR 3DO, RR CD emphasizes bike brawling and rider endurance rather than razor sharp reflexes and impressive jumps, like RR1,2

& 3. RR CD includes a 2-player mode (albeit sequential, not split screen) and you can listen to Soundgarden and co. not only during the FMV, but also while you play (a major feature the 3DO game lacked).

If you're thirsty for another Sega CD racer, hit the road (ouch!) with EA's Road Rash CD. -K.LEE



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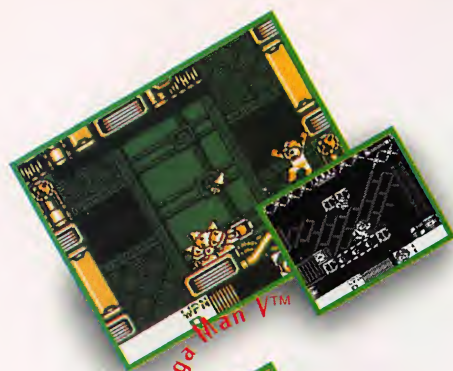
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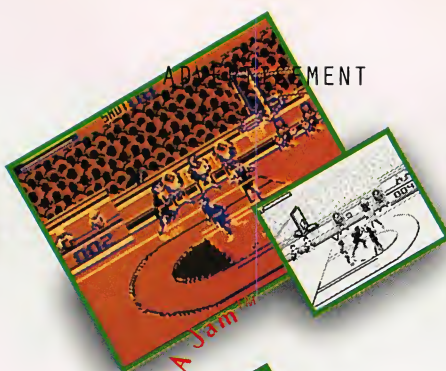
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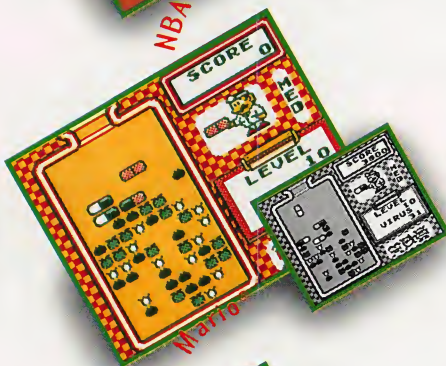
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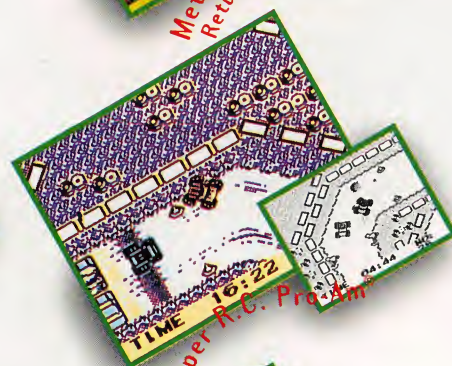
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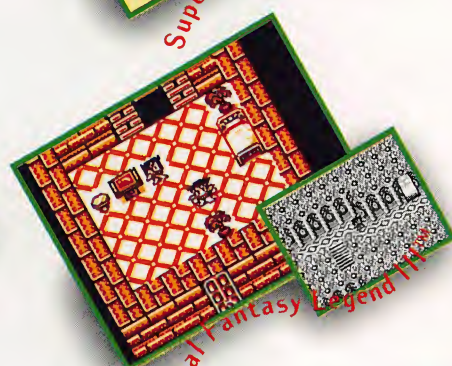
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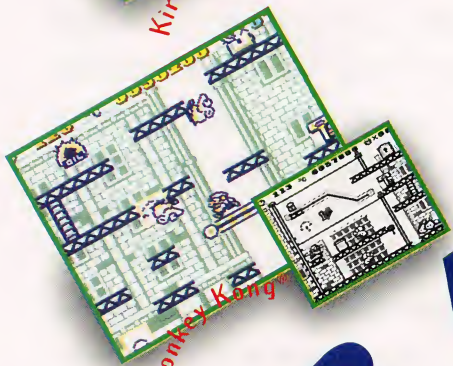
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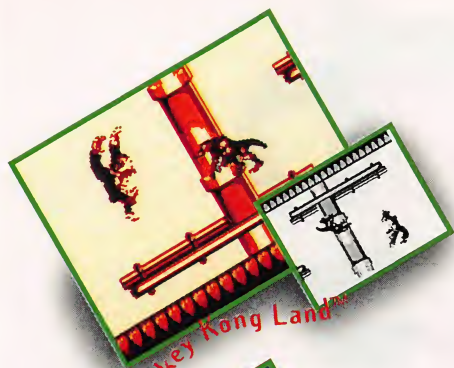
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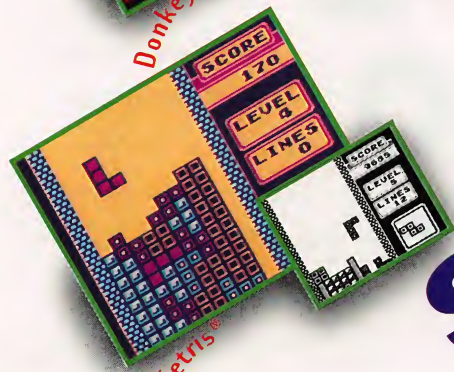
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FOR SHOW

GAMES GAMES



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When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

ADVERTISEMENT

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

BORDER OPTIONS

BORDER OPTIONS

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Make your own ADVERTISEMENT



Make your own

If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.®

Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.



Choices



Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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Different levels of a game
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Seta's long overdue SNES title; Nosferatu, will finally be available this July. First shown over 2 years ago, Nosferatu combines the play mechanics of Blackthorne or Prince of Persia with the dark theme of Castlevania in one 16-meg cart. In this story, the evil and sinister vampire, Nosferatu has kidnapped your girlfriend, and plans to tighten his grip on innocent souls across the countryside. It's up to you to sift through the dungeons and catacombs, and thwart the dark plans of that evil blood-sucker. In setting the mood, Nosferatu has dark and ominous music. This contributes greatly to the eerie presentation a game like this should have. Nice details include: seeing your character actually reaching into a chest and grabbing an item, Streets of Rage style combos and dashing moves, highly detailed outside fighting scenes, and ultra smooth character graphics. Keep your eyes peeled for a full blown, GameFan review of Nosferatu soon.-K.LEE



SETA • 16 MEG
ACTION/ADV. • 1 PLAYER
AVAILABLE JULY

Nosferatu





Prehistorik Man is a game that really blows me away. As action platformers go, PM is an impressive package. I cannot say enough good things about the visuals in this game. You think you've seen SNES power? I don't think so! When was the last time you saw 7 layers of parallax scrolls PLUS line-scrolling water? How about rotating icebergs floating in a transparent, line-scrolling ocean...yea, uh huh. Surely you've seen levels with transparent, moving sprites AND a constant transparent foreground layer on the 16-bit Nintendo before, effectively enabling you to see through BOTH of them, into the background.... oh my! But alas, this is but a small sample of the visual power of Prehistorik Man on the PlaySta.....uh, I mean the SNES (sorry, easy mistake).

After a while, I found myself scrambling to finish a level just to see what kind of visual bliss I was in store for next. The 2 years it took to develop this game has paid off big dividends. The graphic effects in Prehistorik Man (on 8-meg no less) are just.....wow!

Now about the main character Sam....just look at him, isn't he just the coolest! He has the kind of appeal and endearing personality that makes me want to see him again in a sequel. Not only that,



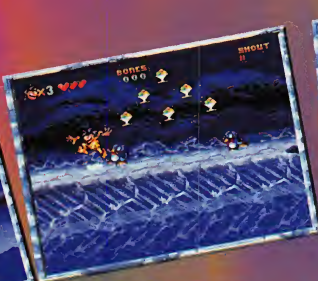
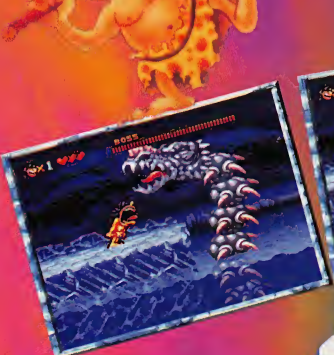
**TITUS • 8 MEG
ACTION/PLATFORM
1PLAYER
AVAILABLE JUNE**





but this game has....Play Mechanics. Sam gets to use a slew of items, ranging from a hang glider and pogo stick, to axes, spears, and more, each bringing with it a new play mechanic. The best part is, those items are vitally important to the stage that they are being used in.

Prehistorik Man is one of those games with lasting power. There are over 20 levels and the game contains a good degree of challenge giving it good replay value, plus....its fun. Again, only 8-meg. The only weak link is the music. The sound effects of Sam getting hurt and the prehistoric dialogue is hilarious, but the Blues tunes (while not bad) are a little too dinky and joyful for my liking. That, however, doesn't lessen the impact this game had over me or the enjoyment I wrought from it. For you SNES readers, I have but 3 words.....go buy it! -K.LEE



STARGATE

SNES
REVIEW

ACCLAIM • 16MEG
ACTION/ADV. • 1 PLAYER
AVAILABLE APRIL



It seems every time I sit down and play a video game based on a major motion picture, it's either insanely horrible, or delightfully enjoyable... never anywhere in-between. It's lucky for me, that Stargate on the SNES falls into the latter category, because in this stage of the 16-bit game, I doubt either one of us wants to waste our time.

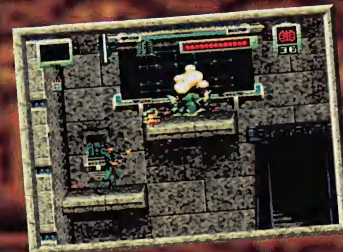
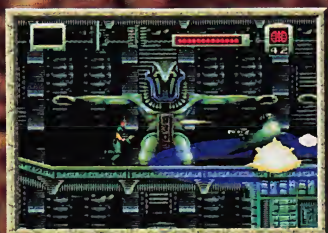
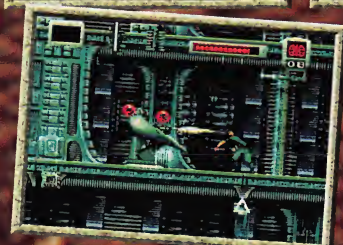
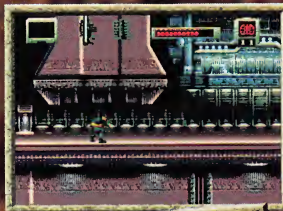
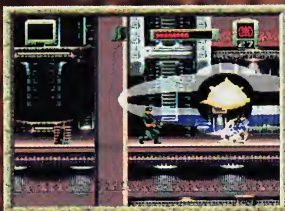
One of the things I really liked about Stargate was the way you go about completing each level. Instead of breaking down each level into one mission (as is often the case), your character has to perform several different missions in every level. By doing this, the programmers at Probe have given the game a

non-linear quality. You find yourself traversing the level, back and forth, in order to find the people and/or items required to complete your mission. This feature separates Stargate from the run-of-the mill action game. It also works well within the framework of a movie-to-game title. In most movies, several key incidents happen at the same location.

Games of late are usually not considered great unless smooth character animation is included as standard equipment. In this department, Stargate delivers impressively. Probe chose to rotoscope the characters for an overall more realistic look. The results are similar to the fluid character movement found in games like Alien 3, Flashback and Blackthorne, only I feel the results here are even better.

While not as impressive as the character animation, the actual game graphics are also noteworthy. The mode-7 flying sequences





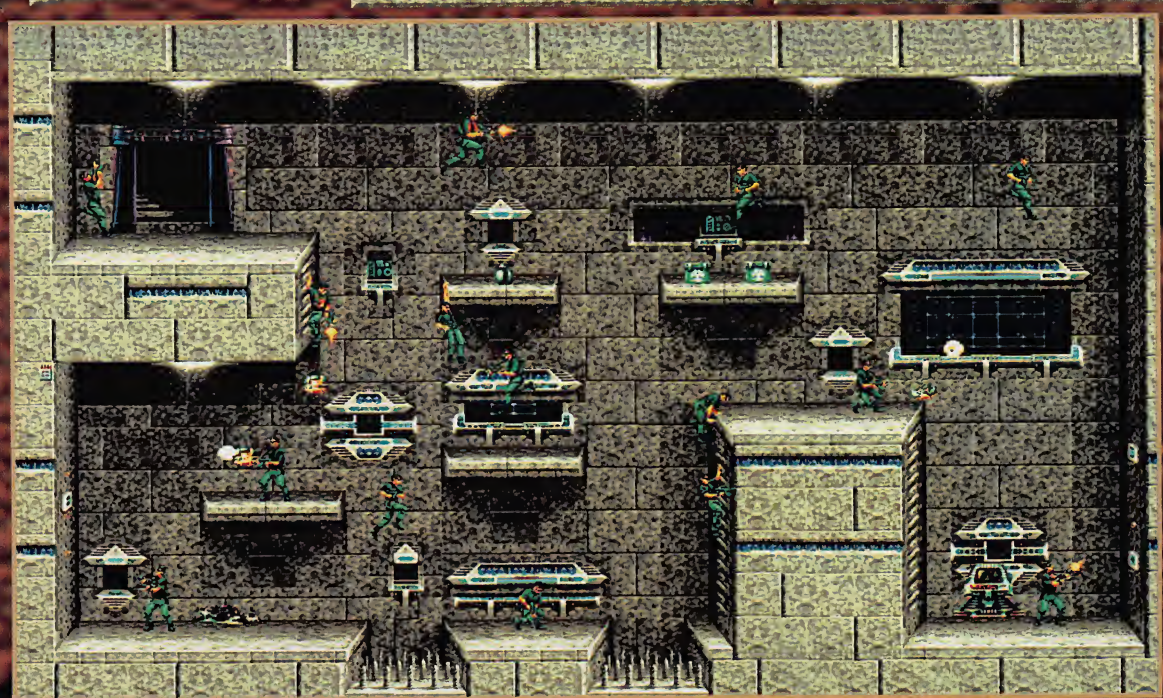
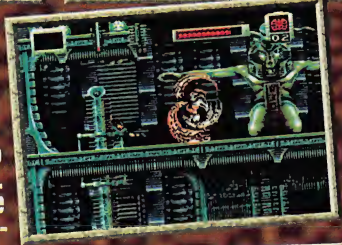
put the limited 3D capabilities of the SNES to good use. In the side scrolling levels, the background graphics in general, and the enemy sprites in particular look very good. Everything is well drawn and has a decent amount of detail.

Games are supposed to be fun, and this is where Stargate really shines. You start out doing the "power up my weapon and find all the hidden items" thing, but after a while I found myself



getting really immersed in the game thanks to the interesting, between mission cinemas, and corn-free dialogue. The moody music and perfect play control also really helps put you inside the game. Stargate is difficult enough to be

considered challenging, but never frustrating. Even if you didn't see (or was not a fan of) the movie, it's easy to become engrossed in Stargate: the game. Nice job Acclaim
-K.LEE



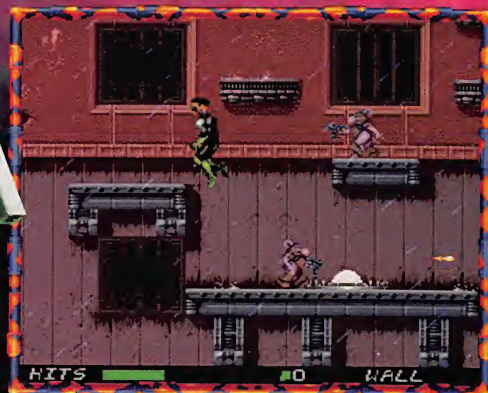


WHO YA' GONNA CALL?

WELCOME TO EARTH!

GREEN LANTERN

OCEAN • 16 MEG
ACTION/PLATFORM
1 PLAYER
AVAILABLE MAY



GARNET

DC Comics' Green Lantern is coming to a video game system for the first time ever, courtesy of Ocean. The SNES cart will attempt to capture the essence of this stalwart superhero, complete with his multi-faceted powers.

The trademark of the Green Lantern, his ring, is a key element in the game. Kyle (a.k.a the Green Lantern) must use the many different powers of his ring to solve a multitude of puzzles in this platformer. He also uses his ring as an offensive weapon to shoot up the enemy hordes.

DC Comics worked with Ocean to script the game, so expect the action and the plot to have plenty of comic book flavor. Ocean has been able to properly capture the look of the character in his animation.



THE ARENA



SHOOT THE MOON!



XAOS NEST

XAOS ORBITAL I



XAOS ORBITAL 2



MOON SURFACE

The storyline features the dread Hive Queen of Xaos, who directs her minions, the Khund, to steal all of the Universe's emeralds. To stop her the Lantern must traverse all manner of side-scrolling areas, such as a bar, a space chase, the surface of Utoplus6, and the streets of Gotham City...er, New York. A Mode 7 level provides the grand finale.

So why does the Hive Queen want emeralds anyway? Apparently these precious green gemstones can grant the power of invincibility, and the Queen wants to create an army of invincible warriors. We can't have that now!

- Slasher Quan



TECH TUNNEL



XAOS SURFACE



Every Day Is Race Day, With Kyle Petty's No Fear Racing!

I gotta confess, I've had a big soft spot for auto racing games for as long as I can remember. The newest racing game to come to my attention is Kyle Petty's No Fear Racing, a superb addition to the genre by Williams. Weighing in at a hefty 24 meg and featuring SGI-rendered graphics (a la DKC), Kyle is about as good as SNES racing gets.

Kyle includes a great range of modes and options. In the Single Race Mode, you get to race a stock car on any of 28 different tracks, ranging from Talladega and North Wilkshoro to Road Atlanta, Watkins Glen, or the mighty Daytona Motor Speedway. If you pick the Season mode, there's a password feature that remembers the cash you earned up to that point in the season—a cool feature.

Kyle Petty Racing also includes the best and most comprehensive build-your-own track mode I've ever seen, bar none. In the Custom Track edit mode, you have full control of not only the design of the track, but you also get to place obstacles and power-ups on the track, including tires, gas, money and nitros. The only feature not available is a battery to save your track design.

Once you get start-

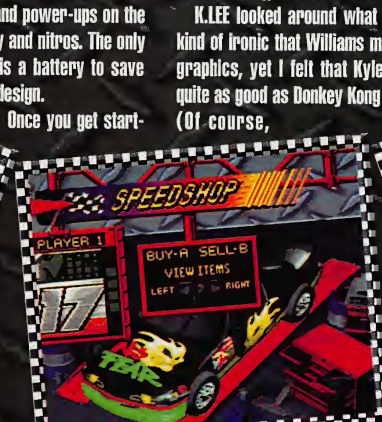
ed, there are plenty of extras. Before each race, you get an overview of the track (where you can zoom up and get an overhead fly-by of the raceway). This tells you the exact location, the climate (such as sunny, rainy, foggy, night time, desert heat, or snowy), and the number of laps. Next, you get some advice from the great Kylester himself on what to expect during the race or what to buy in the Speedshop. Speaking of the Speedshop, this is where you get to choose your car (one out of 11), buy a healthy supply of nitros and tires, upgrade your engine, and more. Once you've souped up your car, it's off to the track we go!

First there's the qualifying lap, where you can zoom around and get a feel for the track without having big 3500 pound Chevy Luminas and Ford T-Birds bumping into you non-stop, ruining that fresh coat o' paint on your sparkling new NASCAR. Then it's time for the real thing, the race itself.

KLEF looked around what did he see? Graphics, nice ones. It's kind of ironic that Williams makes the biggest noise over SGI graphics, yet I felt that Kyle's graphics weren't quite as good as Donkey Kong Country's. (Of course,

DKC was a totally different style of game...platform vs. racing.) No worries, Kyle Petty is awesome nonetheless. First of all, this is the only 16-bit game to feature banked turns. Even in the split-screen, two-player mode, the frame rate is just as smooth and fast as it is in the full-screen mode. By far the most impressive special effect is the fog; it's the most realistic and convincing I've ever seen on the SNES.

It's a good thing Williams listened to the advice of Kyle Petty during the development of this game, because the game plays just as good as the graphics and options. Thanks



WILLIAMS • 24MEG
RACING
1-2 PLAYER(S)
AVAILABLE APRIL

SNES
REVIEW





This here game is finer than frog's hair and smoother than Kentucky Moonshine!



to Kyle, the game features details such as drafting, which is when you fall behind another car so it's absorbing the wind, and then you zoom past it! The realism is there, and the racing grooves and handling feel right-on. Most of all, this game is fun!

O.K...now for some hints. If you want to win, forget the good ol' boy and take these words of wisdom from K.LEE: use your winnings first towards 1) better fuel systems to reduce the number of pit stops, 2) engine upgrades for a higher top end and 3) suspension upgrades to improve the handling and reduce tire wear. Only one or two sets of tires or nitros are necessary before a race because you can only put on a new set during a pit stop and you'll never use more than two sets anyway. During the races, use nitros mostly on the corners to zoom past other cars. If you do this, you will be so far ahead that when you pit, you'll be within striking range of 1st place (if you're not already there) and your nitros will again be full.

In conclusion, Kyle Petty is highly recommended for all SNES racing fans. This is just a SNES title, so I can't wait to see what Williams will come up with on the Ultra 64! -K.LEE

Two Player Mode!! - Grab The Good Ol' Boys & Go Racing



FATAL FURY

SPECIAL

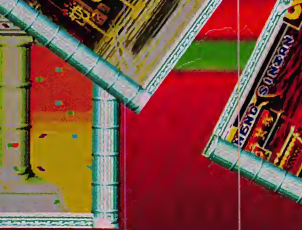
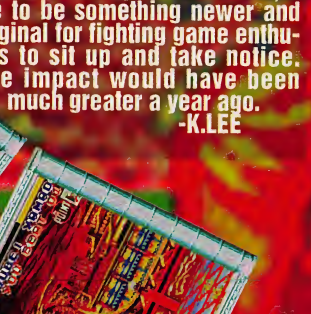
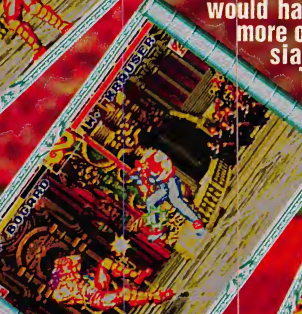
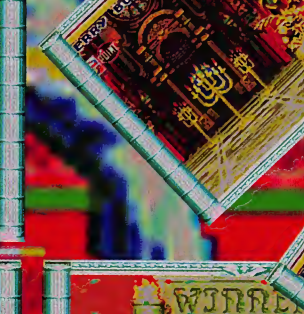
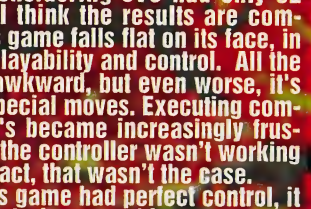
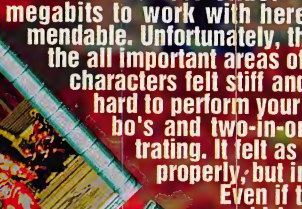
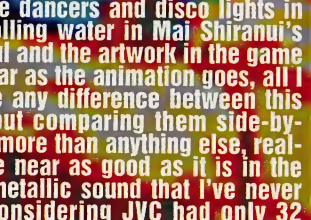
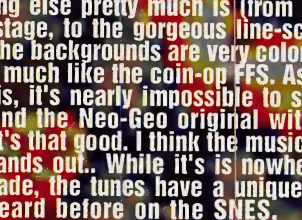
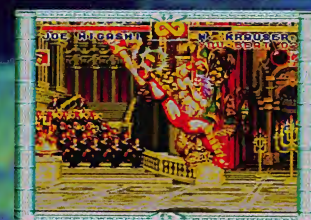
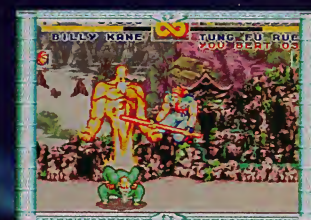
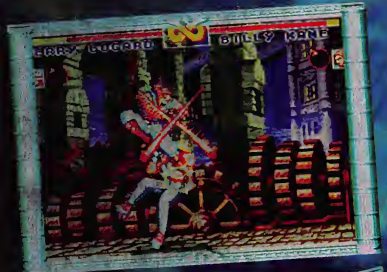


JVC • 32 MEG
FIGHTING
1-2 PLAYER(S)
AVAILABLE MAY



If you're any kind of fighting game fan, the words "Fatal Fury Special" should ring a familiar bell. Based on Fatal Fury 2, FFS has appeared on formats ranging from the Neo-Geo (naturally) and the P.C. Engine, to the Sega CD and now the SNES. Compared to the 150-meg SNK original, this 32-meg SNES Fatal Fury Special does several things right. JVC paid a lot of attention to graphic detail. Although the scaling Japanese screens in Geese Howard's stage are no longer there, everything else pretty much is (from the dancers and disco lights in Duck King's stage, to the gorgeous line-scrolling water in Mai Shiranui's stage). All the backgrounds are very colorful and the artwork in the game looks very much like the coin-op FFS. As far as the animation goes, all I can say is, it's nearly impossible to see any difference between this game and the Neo-Geo original without comparing them side-by-side, it's that good. I think the music, more than anything else, really stands out. While it's nowhere near as good as it is in the arcade, the tunes have a unique metallic sound that I've never heard before on the SNES. Considering JVC had only 32 megabits to work with here, I think the results are commendable. Unfortunately, this game falls flat on its face, in the all important areas of playability and control. All the characters felt stiff and awkward, but even worse, it's hard to perform your special moves. Executing combo's and two-in-one's became increasingly frustrating. It felt as if the controller wasn't working properly, but in fact, that wasn't the case.

Even if this game had perfect control, it would have to be something newer and more original for fighting game enthusiasts to sit up and take notice. The impact would have been much greater a year ago.
-K.LEE





WHIZZ

What do you get when you pull a rabbit out of Q*Bert's hat? Whizz!

Whizz is an isometric-view, hop-n-bop puzzler by Titus. The hero's a cuddly widdle wabbit in a top hat who spins to defeat his enemies as he jumps through and explores massive, puzzle-filled stages. Each area is an obstacle course, where you must outwit both crafty enemies and crooked terrain to reach the finish.

The control initially reminds you of Q*Bert, but that's where the similarities end...this is almost a Q*Bert '95, complete with all the running, platform jumping, and maneuvering you'd expect. There are gears and levers to pull, moving platforms to negotiate, and lots of different land surfaces. You'll find plenty of treasures and items, most important being the hourglass. This game is definitely a case of "beat the clock!"

Whizz is one of the more original 16-bit games we've had the pleasure to preview in the last year. When this one is done, you may just want to take a Whizz!—Slasher Quan



TITUS • 8 MEG
ACTION/MAZE
1PLAYER
AVAILABLE MAY

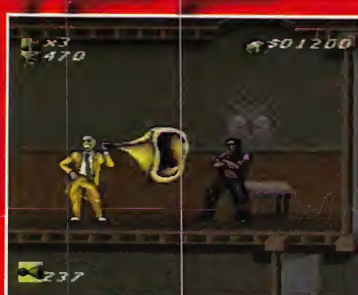


SNES PREVIEW

The Secret Of Evermore



Coming to a SNES near you is Squaresoft's latest effort: *The Secret of Evermore*. Due out this August, *Evermore* is the first game to be designed and programmed by US-1, Square's new American development team. *Evermore* is a 24-meg, *Secret of Mana* style action RPG featuring SGI rendered bosses, and Square's new battle system and Cinema Text. Your main weapon in *Evermore* is a bone which you'll power up throughout the game and use in conjunction with your dog. If you toss the bone to the dog you'll play as the dog and visa versa. Situations will arise making this feature key in certain situations. This will undoubtedly be one 16-bit game to remember.



"Somebody stop me!" One of the most successful movies of 1994, *The Mask* (even without the comic book carnage), is on its way to a SNES near you. THQ is anticipating that *The Mask* will repeat the success it had on the silver screen on the SNES and Genesis. So far, it's looking quite promising. We'll have more soon.



Judge Dredd could easily become this Summers biggest box office action-fest. First of all, Sly is due. Secondly, the effects look super. After seeing the game at the show I have high hopes for it as well. From the graphics to the animation, it looks like Acclaim may have yet another hit on its hands. We'll have more on Judge Dredd next month... and it won't be slide scans!

Titus, creators of the blissful *Prehitorik Man*'s latest platformer, *Oscar*, is looking good. We'll have a preview next month.

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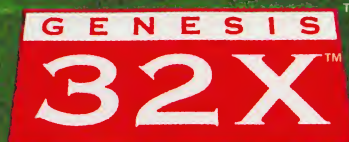
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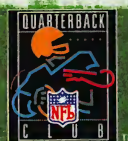
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GAMEFAN

32

SATURN
32X
NEO-GEO
JAGUAR
PC-FX

PLAYSTATION
ULTRA-64
3DO

PANZER
DRAGON



PLAYSTATION:

GUNNER'S HEAVEN
BOXER'S ROAD
SD TOHSHINDEN
ARC THE LAD
STREET FIGHTER THE MOVIE

SEGA SATURN:

ASTAL
BUG!
VIRTUA RACING
STREET FIGHTER THE MOVIE
DEADLYS

SEGA 32X:

KNUCKLES CHAOTIX
SHADOW SQUADRON
JET SKI RAGE

3DO:

GEX
BLADEFORCE
KILLING TIME

ATARI JAGUAR:

RAYMAN
HOVER STRIKE
FIGHT FOR LIFE

GF32 EDITORIAL ZONE

Welcome to the all new GF32 Ed Zone, thanks Joe. Lets get down to bidniss. The GF office has been hyper kinetic lately with so much happening at once. Slasher is off studying MK3, the Enquirer is on a mission in Japan, Kid Fan is in Europe checking out the latest 32-bit wares, K. LEE is out trying to hunt down SF Legends, and Nick Rox is out searching for Morrigan, and I'm sitting here putting the finishing touches on GF32.

It's already starting to happen, the next generation of gaming is spreading like wild fire throughout the US game scene. Earlier this week Terry Tang and Sarah Richmond from SOA made a trip to GameFan to bestow upon us the joyous news of the OFFICIAL Saturn launch and to show us some of the amazing games that we'll be playing between September 2nd and Jan. '96.

I think alot of people are going to be shocked when they see SOA's first generation line-up.

Quoting a recent press release; "At this time over 100 third-party publishers and developers are creating software. More than 20 titles will be available at launch with an additional library of 100 games by Christmas '95 from both Sega and third-party developers."

"Sega will launch its most ambitious marketing effort ever in support of Sega Saturn. The introduction of the Saturn will mark the largest global

product launch in the company's history."

The only thing that has not been determined is the price. Right now it stands between \$350 & \$450. My guess would be \$399 with two pack-ins, 'Daytona' and 'Virtua Fighter'.

Sega needs two strong pack-ins to do battle with the two less expensive competitors, Sony and Nintendo.

If the game I played (BUG!) during the recent SOA visit is any indication, the Saturn is going to be tough to beat, at least in the action category. It's so nice to see a launch title that is totally original and sticks to what we all love Sega for in the first place.

I was told the second generation titles that are currently in development look eons better than what we're seeing now.

Saturn development has been underway since Jan. '94, so many developers are already buttoning up second generation Saturn titles. Many of these will be shown at the upcoming E3. For more info. on these check out this month's Other Stuff.

It will be exiting to see how these three giants each approach the next generation. Some of the most brilliant minds in gaming are tucked away hoping they have the answer. I bet they all come up with something brilliant. Only five more months...

-E. Storm

"It's already starting to happen, the next generation of gaming is spreading like wild fire throughout the US game scene."

TEAM GF 32

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RALPH & BANDIT



ASTAL
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BOXER'S ROAD
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BUG!
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GAMEFAN PREVIEW

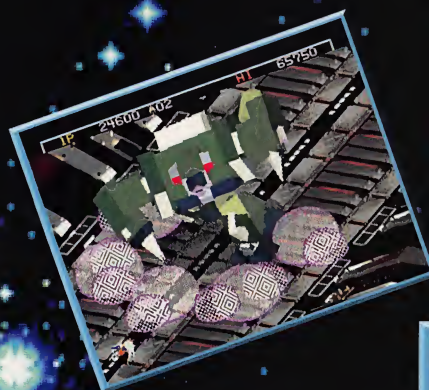
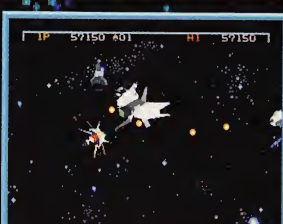
Not unlike any other system launch in history, the 32X is under the same scrutiny as many of its predecessors. Both the Genesis and the SNES got off to slow starts and to say the least many of their first generation titles were nothing to write home about. In fact, many of them downright stunk...

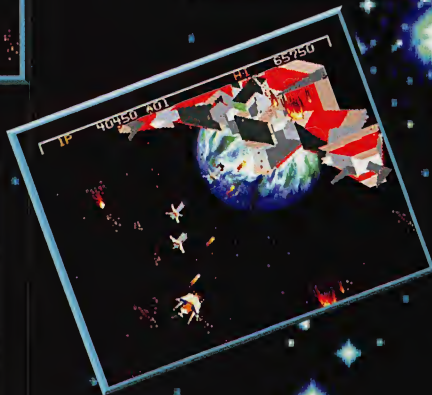
SEGA · 16 MEG · SHOOTER
AVAILABLE MAY



TITLE T3A

remember Kaboom, or how about Sword Of Sodan... **32X** major pain. Of course after the developers got past the learning curve of the development systems, things got much better, and today we're playing games on both systems that we never imagined possible. Case in point, the 32X is Sega's priority hardware, stuff's comin'. Look, here's one now!, and while it's not of the highest





power attainable by the 32X, it's a darn fine shooter.

The game is a 3/4 view, Viewpoint-esque shooter which draws its appeal from flat shaded polygon graphics and some truly unique play mechanics.

The main attraction is its originality. Not only can your ship jump (yes jump), it can also hack, and learn. If you see another craft coming towards you, and it has a red core, you can jump on to it and ride it, making use of its speed and weapons, or jump on, wait for the signal, and jump off, having



stolen its weapon system (learning).

Along the way huge ships from your armada will also be available for hacking, these are the most powerful ships in the game and key to beating a level easily. On your own, with stock weapons, watch out, this sucker's 'Viewpoint' hard.

Later on in the game, you lay waste to some truly spectacular polygon bosses. You'll see that and more, when we review this fine shooter next month.

—E. Storm



GAMEFAN
PREVIEW

SHADOW SQUADRON 32X

SEGA • 16 MEG
SHOOTER
1-2 PLAYER(S)
AVAILABLE APRIL

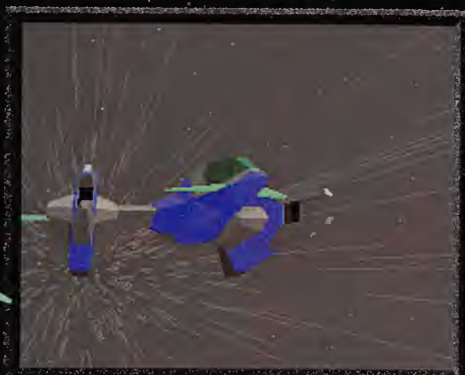
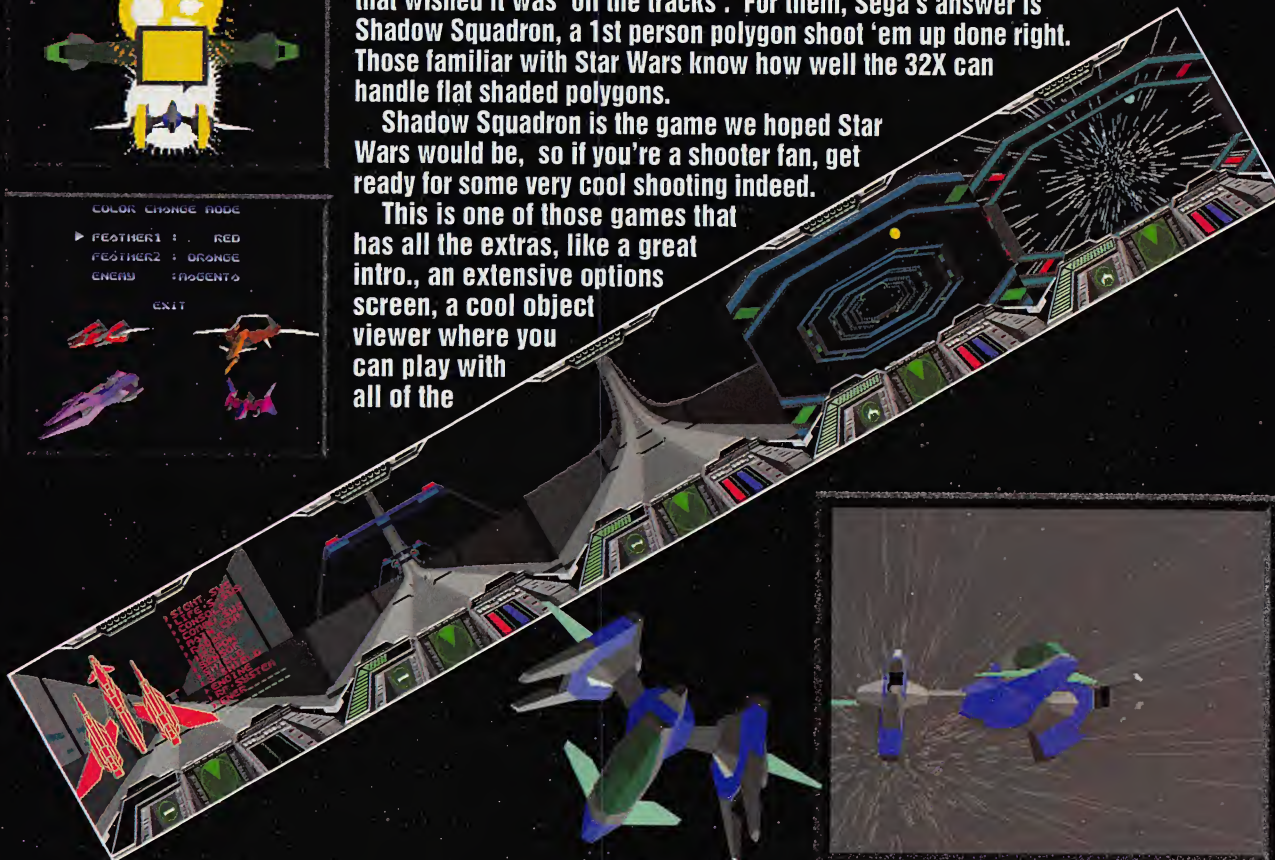


STAGE 1

I don't know anyone who didn't like StarFox. However, I know many that wished it was 'off the tracks'. For them, Sega's answer is Shadow Squadron, a 1st person polygon shoot 'em up done right. Those familiar with Star Wars know how well the 32X can handle flat shaded polygons.

Shadow Squadron is the game we hoped Star Wars would be, so if you're a shooter fan, get ready for some very cool shooting indeed.

This is one of those games that has all the extras, like a great intro., an extensive options screen, a cool object viewer where you can play with all of the





ships found in the game (spin 'em, zoom 'em etc.), and a great take off sequence to get you started.

The action is either in the cockpit, or behind the ship, go anywhere shooting rapture, as you explode a wide range of enemy transports, fighters, and space stations. They all blow up with nice big explosions!



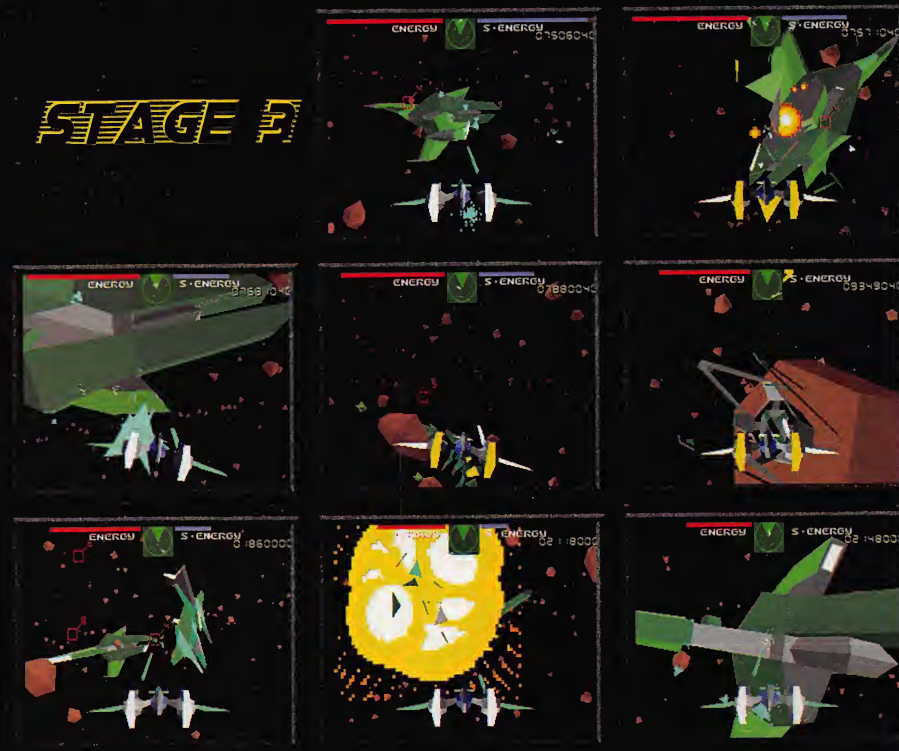
If you get tired of their color schemes, jump in to the 'color change mode' and change 'em. You can change the color on every polygon in the game with this great feature. Shadow Squadron is just one of the many 32X projects happening at SOA. We'll have a complete review next month.
-E. Storm



STAGE 2



STAGE 2



CHAOTIX 32X

SEGA • 24 MEG
ACTION/PLATFORM
1-2 PLAYER (S)
AVAILABLE MARCH

**GAMEFAN
REVIEW**
choose...



JUST A BUMP ON THE BUMPER DECIDES YOUR FATE!

CRACKLES THE ECHIDNA

you...



CHARMY BEE

can...



ESPION THE CAMELEON

choose...



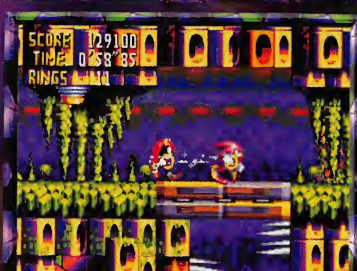
WIGHTY THE ARMADILLO

any two!



VECTOR THE CROCODILE

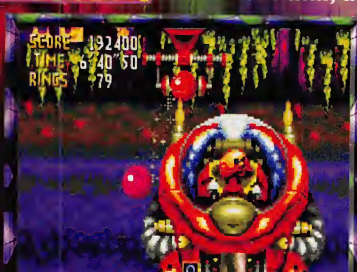
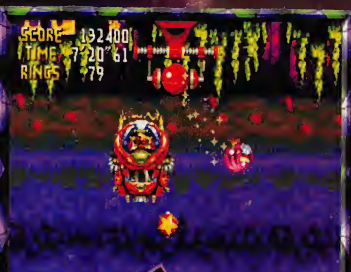
**BOTANIC
BASE**



Botanic Base is pretty much free-wheelin' fun, in that it's not too tough. This is a good place to search around for one-ups and further practice your tether skills. Enjoy the amazing scenery. This is one



of the most beautiful locales I've ever seen in a video game. There's layer upon layer of scrolling and the music is great. To defeat Robotnic, hold, sling-shot above him, and score multiple hits.



**MARINA
MADNESS**

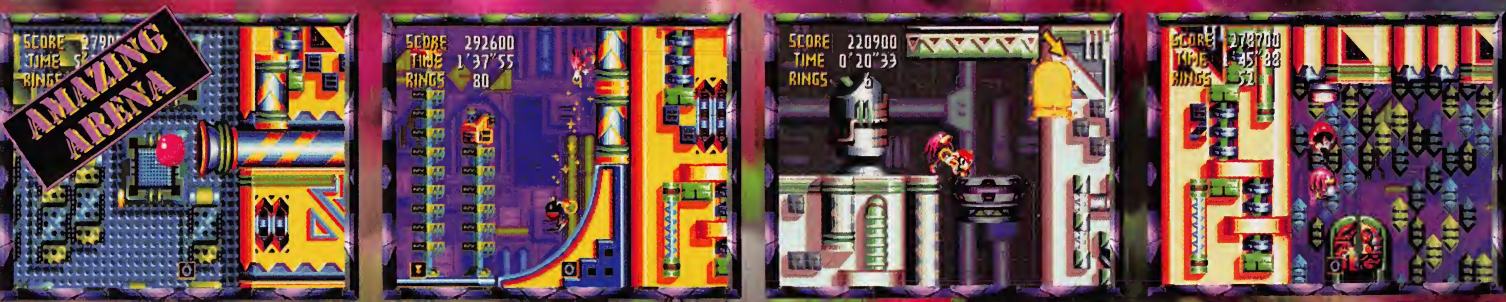


In Marina Madness, you must first find the button that moves the Yacht to access blocked off areas. From there it's mucho vertical gameplay and flying enemies. Marina Madness is tall and short, so you can either pass through



quickly or hang around and search the vast mazes. When fighting Robotnic, just be reckless and go right at him. Make sure to always chase down at least one ring after getting hit, and you'll be outta' here in no time.





Here's where it starts getting tough. In Amazing Arena it's not so much the enemies that'll get ya' but the Arena itself. First thing you've gotta' do is turn on the clock, that's when the dimly lit level comes to life in blazing color. From there you've gotta' find your way out, and as



the game progresses, this gets increasingly harder. To defeat the fat one, spin dash through the enemies he tosses out then jump up quickly and take a whack. If you take a hit, bombard him while your flashing, but don't forget to grab a ring!



Not only is Speed Slider the fastest level in Chaotix but at times the graphics will totally astound you. Countless layers of multi directional scrolls and huge mechanical lifts make you wanna' stop and soak it all in. Don't hang



out for too long though, some enemies shoot homers or you might get sucked up by a flying vacuum-bot. Robotnic's got a nice Merry-go-round waiting for you to take a ride...stay on the platforms, and just aim high!





If you like loops and steep inclines, the Techno Tower is your kinda' place! Travel way up and then way down. Here's where you'll have to master holding- and throwing your mascot into position. Look for



transparent grids and toss him up, then hold and ricochet sky high. This level is mazy and pure fun. I beat Robotnic here so fast I don't know how I did it. I just know there's this weak spot...



WITH A WHOLE NEW ADVENTURE COMES A WHOLE NEW CAST OF WHACKY CREATURES. WATCH 'EM GO!



MECHA SONIC JUMPS IN AT THE END AND THROWS EVERYTHING HE'S GOT AT YOU. HE'S NUTHIN' REALLY, BUT...I-YIE-YIE...

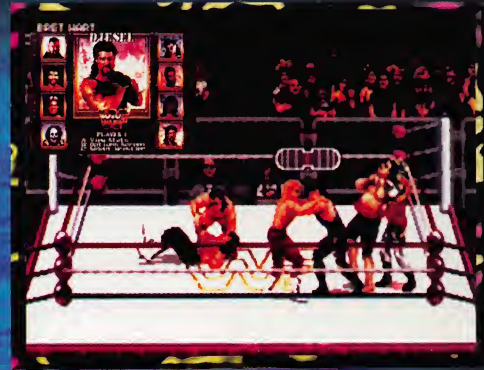


...THIS GUY WANTS A KNUCKLE SANDWICH!

32X PREVIEW



Is Rayman! Does this little guy float around or what? All I know is that the first system this game comes out for is gonna see a big swoosh on the old sales curve. Judging by the shots we've been lucky enough to obtain from UBI, each version of Rayman is unique. We have a feeling Rayman is going to become a staple of the industry. Great character, great concept. Look for the 32X version around July.



Acclaim is bringing there heavy hitting wrestling game to the 32X with all the bone crunching power, color, and hard hitting sounds that come with 32-bit power, er... we hope. We'll scrounge up somebody who likes wrestling games and review WWF Raw in an upcoming issue.



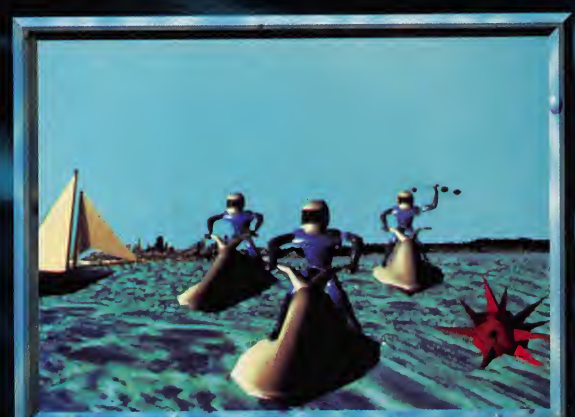
Tom Zito and the gang at Digital Pictures have two of their best full motion adventures ready to go for the 32X. Corpse Killer are available now, and Slam City is just around the corner.



JetSki RAGE

Velocity is working on two games for the 32x: Spectre VR, and this amazing looking 3D extravaganza, Jet Ski Rage, a full 360 degree first person racer. This game incorporates a range of new 3D technologies, including a rocking, turbulent water environment so real it's said to cause motion sickness.

Jet Ski and all Velocity's upcoming titles will be networkable. We'll have more on JSR in future issues.



Virtua Racing

Gentlemen, Start Your Saturns!!

TIME WARNER
RACING
1-2 PLAYER(S)
AVAIL. 3RD QUARTER

AM2
PREVIEW

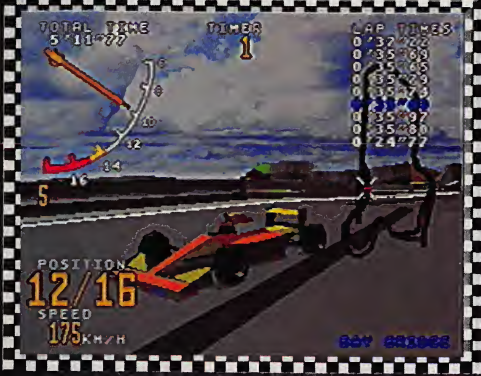
Virtua Racing, the ground breaking Model 1 racing game and the title that launched AM2 and Yu Suzuki into the limelight, is on its way to the Saturn under the Time Warner Interactive label.

Virtua Racing for the Saturn stays true to the classic Sega coin-op game with the original 3 tracks (Big Forest, Bay Bridge and Acropolis) in the arcade mode. TWI also saw fit to add 7 more tracks and 4 more cars, when you play the Grand Prix season mode.

The new tracks are: Amazon Falls, Pacific Coast, Metropolis, Diablo Canyon, Alpine, Surfers, and Speedway. You can choose to race a high speed Go Kart, a Porsche 911-like Sports Coupe, a Le Mans style Sports Prototype, the high tech V12 Formula-1 car, or a vintage 1960's F1 racer. In the GP mode you start out racing the Go Kart class against 15 other teams through an entire season. Not only can you earn car upgrades within the season, but you can get promoted to a higher class or even to a better team in the Formula class. Cinematic sequences provide information and introductions to new aspects of the game, tips on new tracks and cars plus commentary on race strategy. In addition to the 4 camera views during a race, there's also a 3D 'Pan-Around' view, and 20 camera 'Track Fly-By' view before or after the race. There's even the option of selecting the team colors and paint for your racing machine.

Due out in late March for the Japanese Saturn, look for VR to be one of the first titles released with the U.S. system, September 2.....32-bit Joy is rapidly approaching.

-K.LEE





ASTAL

GAMFAN

SEGA SATURN

CREATED FOR ACTION AND ADVENTURE



Witness the platform power that is...Astal! This amaaaazing new Saturn game features one of the coolest new characters to come along since Sonic, and the best graphics you've probably ever seen... anywhere. The Saturn truly is the side-view action gamers dream come true. As a form of attack Astal draws in and then power exhales the wind. Astal also has a side-kick along for extra attack power. From the scaling, to the beautiful transparencies, to the mind blowing special effects, Astal is sure to be one of the Japanese Saturn's biggest new games this April. SOA stated they may not bring Astal to the US... I think that would be a big mistakel I hope a converter is in the works for such instances. Look for more Astal next month.





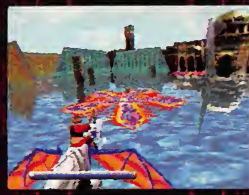
PANZER DRAGON

SEGA SATURN

GAMEFAN
PREVIEW

SEGA OF JPN.
3D SHOOTING
1 PLAYER
AVAIL. NOW JPN.





I have played the ultimate shooting game, and it's for my Sega Saturn. There is simply none better on the planet - Panzer Dragoon exemplifies my idea of the shooter: fast-paced, difficult, graphically ultra-powerful and with some of the best tunes ever to grace the world of gaming.

It has been thousands of years since civilization was at it's peak, and most of mankind has fractured off into tiny nomadic bands. One of these groups eventually grew into what is known simply as the Empire. Controlling almost everything, the Empire has begun to rediscover ancient technology, such as flying ships, gunpowder-based weapons and the most devastating of all, the long-sleeping Dragons. You play the part of Kyle Flueg, a young hunter who happens to be in the right place at the right time when he stumbles upon an antediluvian industrial complex and witnesses a renegade Dragonrider die at the hands of the Empire's top warrior. With his dying breath, the Dragonrider begs Kyle to continue his quest to destroy the evil Empire and bring peace to the world once more.

In PD there are four shooting modes, switchable with the Saturn's L and R buttons: Left, right, behind you, and facing front... the only view in which you can actually move your Dragon. A radar is available in the upper-right portion of the screen, allowing you to turn left, right, or completely around in time to intercept the approaching enemies. You have but one weapon, a beam gun that can be charged up, R-Type style, which at full power can release eight homing beams. The game system may seem archaic, but everything else in the game is decidedly un-basic, creating an extremely cool atmosphere - a refreshing combination of the old and the new, so to speak.

Panzer's polygon graphics are shocking. Even though they run at 20 fps with a total of 50,000 polygons per second, not terribly impressive figures, the visuals are quite amazing to say the least. The feeling of being in a fully-realized, actual 3-D environment, as well as the sensation of true flight, is so astounding as to be somewhat disorienting at first. Even though there's some slight object pop-up to be found, you never really notice it - you're too busy concentrating on taking out the enemies in front of you with a well-placed charge blast.

Now for my favorite part of Panzer, the music. Composed entirely by a professional Japanese TV musician, these spellbinding tunes are a combination of classical stuff (Indeed, the title track was recorded by the Czech Philharmonic) and modern, faster beats. The effect is awesomely original and produces some of the best music ever heard in a video game.

When the Saturn is released in America this September, PD is sure to be a launch title. If you're into shooters or great games in general, pick this hyper-powerful CD up. You won't be disappointed. -Nick Rox



E.S. Storm's SATURN Reviews

**GENTLEMEN..START
YOUR SATURNS!!!**

DAYTONA USA



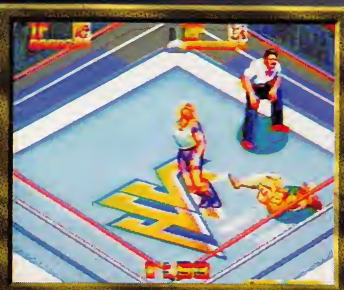
Here are the latest pics of Daytona USA, from an 80% complete version. The game is running at around 20 frames per second (the same as Panzer Dragoon - it's actually fairly smooth) but Yu Suzuki and crew at AM2's goal is to boost the game to a healthy 30 fps with 1,000 polygons being shifted per

frame at a 224x320 resolution. This is a far cry from the arcade Model 2's 2,000 polygons per frame, 60-frames-per-second, double resolution performance, but hey... you're gonna get Daytona at home! We'll have a review of this power CD next issue.



BLAZING TORNADO

The game you see here is Human's Blazing Tornado, a '94 arcade wrestler based on the hyper-popular Super Famicom pro-wrestling series Fire Pro Wrestling. The game scales to such a degree that the characters range from being full-screen size to about 1/4 the size of the screen! Blazing Tornado is due this Summer.



STREET FIGHTER



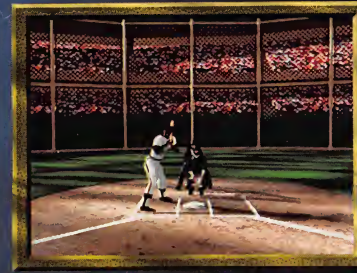
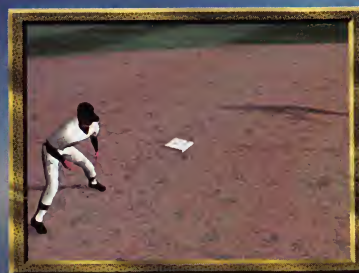
Street Fighter the Movie's not even out in the arcades yet and it's already on it's way to the Saturn! Based on the super-flop SFII movie, this title features the actual actors' faces from the film, pasted on to martial artists and models. While not an actual Capcom game, (SF the Movie is being released by GameStar) expect excellent Capcom-style gameplay and quality. SFM is due in the arcades this Summer and the Saturn soon after.



Solar Eclipse

Crystal Dynamics Update: Saturn Joy!

Just as the Chieftain mentioned in the Ed Zone, many powerful developers are here in California, creating amazing new games for the Saturn and Playstation. Pictured here are two of the titles that Crystal Dynamics will be releasing on both platforms, and one (Solar Eclipse) that will appear exclusively on the Saturn. 'Solar Eclipse' features 40 minutes of FMV, many a texture mapped polygon, and what looks like Total Eclipse-ish gameplay. Fine by me, TE rocked. The Baseball bliss you see below and right is '3D Baseball '95', an MLBPA licensed baseball game starring 30 players, Crystal's proprietary Real Motion Control (TM) fluid life-like motion capture animations, commentary by Van Earl Wright and rendered photorealistic 3D stadiums modeled on SGI workstations. Sports power is what I see. Pictured at the bottom of this page o' joy is 'Dragons of the Square Table' where you control a fluid interactive cartoon. This adventure features over 3000 frames of animation, 15 hours of voice overs on 40 characters, multi-layered hand drawn backgrounds and zany arcade action where you control whacky gizmos like CAT-a-pults that loft acrobatic kitties. you play the part of Flicker... but I doubt you'll see any. We'll have more on all of these amazing titles as they develop.



3D Baseball '95



Dragons of the Square Table



BUG!



BOING!



UH-OH!



WEEEEEEEE!



LOOK! BUG CAN CLIMB THE WALLS!



SEE YA' SNAPPER HEAD



CEILING CROSSING!



THAT BREATH!



...WHY I OUGHTA...



HOCK A LOOGIE!

For the last six months or so, many an anxious gamer has been staring at Saturn screen shots from Japan. Well, the Saturn is on its way to America and it's time to start gazing at some homegrown product.

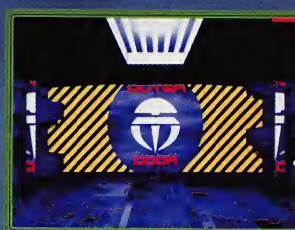
We recently had the great pleasure of viewing Sega's BUG!, and as far as I'm concerned, BUG! is the best Saturn game I have seen to date. Original?... How about ground breaking!

The levels in BUG! are completely 3D! You move into, left, right, and out of the screen. One would think with such complexity, play mechanics would suffer, but it's just the opposite. BUG! is brimming over with all kinds of platforming mayhem. I don't want to go into too much detail since we'll be bringing you so much more in future issues, but I must say that this character has mass appeal... the likes of Sonic and beyond. I'll bug you more, next month. -E. Storm

SEPTEMBER 2ND, SEGA'S SATURN WASHES UP ON AMERICAN SHORES...



Soon, (September 2nd) you'll walk in to a fine establishment and see these Saturn wares staring you in the face. Pictured below are the Saturn six-player tap, memory backup cart, and the best controller I have ever laid hands on, the AMAZING Saturn six-button. The Saturn steering wheel below reacts just like the Daytona coin-op wheel for the ultimate Daytona experience at home.



DEVCON 5

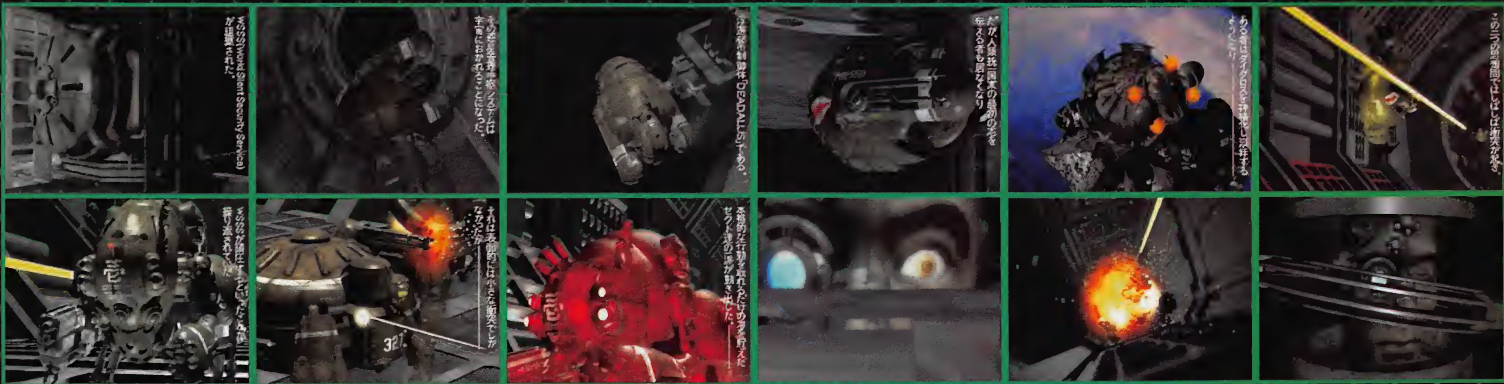
Here's some scenes from Data East's upcoming Sega Saturn 3D shooter, Devcon 5. The visuals in this game are mind blowing... we'll have more D5 in our June issue.



Outlaws of the Lost Dynasty

Warlords from Chinese Mythology battle for power in Data East's new fighter for the Sega Saturn. Choose from 11 characters and watch the camera zoom!





DEADLY FLOORS

ACCESS COMPUTERS

SEGA OF JAPAN
3D SHOOTING ADV. • 1 PLAYER
AVAILABLE NOW JAPAN

DEADALUS

GAMEFAN
PREVIEW



THIS IS WHAT IT LOOKS LIKE WHEN YOU TAKE A HIT... REALISM!

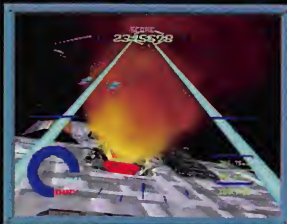
In the year 2077, mankind faced its greatest crisis - World War III. This war decimated the world's population, causing the World Silent Security Service, or WSSS, to take drastic measures. Deadalus, a massive space station orbiting Earth, was built. This totally self-sufficient space station was designed to dispatch mechanical, unmanned weapons to halt any skirmish or war on Earth. Mankind enjoyed an 800-year period of peace.

The year is 2877. Everyone who remembered Deadalus' actual use disappeared long ago, and most people view it as God. A small group of rebels, however, believe they know the truth in thinking Deadalus is an archaic system designed to rule over humans... and they intend to stop it. Journeying to the space station, all but one of the intruders is seemingly destroyed by Deadalus' defense mechanisms. This one lone warrior, you, is intent solely on destroying Deadalus. What you do not know, however, is that destroying the massive machine will probably lead to the complete destruction of mankind.

And so Sega's Deadalus begins as you enter the first floor of the immense space-fortress. This ultra-smooth, extremely well texture-mapped blisfest is without a doubt the best corridor game ever made. Several weapons, like the Vulcan Cannon, a laser, the Arm Punch and heat-seeking missiles are at your command, as are special items like boosters, shields, and hover jets. The graphics are phenomenal (This title screams Genki, the makers of Kileak the Blood and Burning Soldier) and the music is 100% PCM joy. I'm talking the best machine-made music ever heard! We'll review this CD of much joy in our June issue. -Nick Rox



Nick Rox's PLAYSTATION PREVIEWS



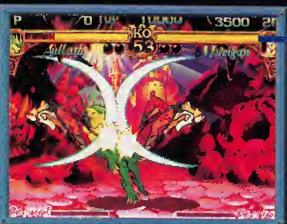
STARBLADE

The perfect version of Namco's arcade hit StarBlade is finally out. SB features textured or non-textured modes of play.



JUMPING FLASH

Sony's Jumping Flash is to be the first 3-D action platformer on the PS, similar to Bug! on the Saturn. JF, starring Robbit the robotic rabbit, is due in April.

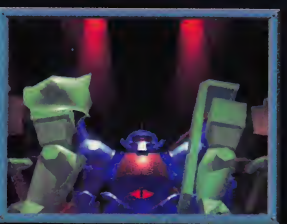


VAMPIRE/DARKSTALKERS

Capcom's perfect conversion of Darkstalkers is nearly ready! The game will be available April 28th, so look for a review next issue.

GUNDAM

Bandai's Gundam is a 3-D strategic shooter, due in early Summer. The current version of this CD is a far cry from the pain seen in last year's demos.



GUNNER'S HEAVEN

2-D power is on the way to the PS! Sony's Gunner's Heaven features Gunstar Heroes-type gameplay with many parallax scrolls and an immense number of sprites on-screen. GH is due in April.



ARC THE LAD

It's official - Square is doing Arc the Lad on PlayStation! This godly company formed a 32-Bit division, G-Craft, to make a PlayStation game, and this is it. The first part of Arc, a two-part game similar to Saturn's Clockwork Knight, is due in May.



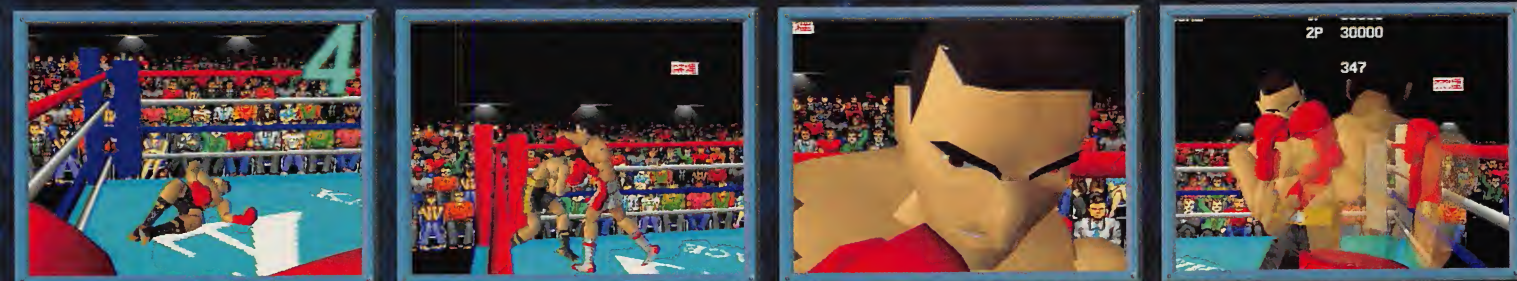


SD TOHSHINDEN!

Tokuma Intermedia Publishing of Japan has released a Tohshinden strategy guide, the Tohshinden Perfect Fighting Book, which comes bundled with a limited-edition premium CD-ROM. Contained on this CD is "Tohshinden Otanoshimini-Ban," a special version of Tohshinden which features a control-the-camera CPU vs. CPU mode and a special VS. mode in which you can control keen SD versions of Eiji and Ellis, as well as select extremely cool black costumes for them both. Wait until you see Ellis in her see-through black duds... tres sexy!



Below are some new shots of Boxer's Road, New's incredible 3-D boxing game with 20 views. Look for a review next issue!



Boy, talk about quick. The arcade game hasn't even officially hit the streets yet, and Capcom is already showing screen shots of Street Fighter: The Movie for the home 32-Bit systems. Here are a few pix of the PlayStation version and judging by these shots the game is close to being done. Expect to see this digitized bliss

arrive in American game stores alongside the Saturn and PlayStation this September.

Shown on the right is Street Fighter II: The Interactive Movie, due on PlayStation, Saturn and 3DO later this year. This CD uses footage from the Japanese SFII motion picture. -K.LEE





FIGHT FOR LIFE

I have a feeling that one of the most-often copied genres in the realm of 32-Bit gaming will become the 3-D fighter. Games like Tohshinden and Tekken paved the way for the Virtua Fighter clones, and this Jag cartridge, Fight for Life, is following their lead.

Programmed by Francois Yves Bertrand, Fight for Life opens with an amazing, fully-sampled hard rock track, accompanied by somewhat impressive texture-mapped block men (they're not done yet) dueling on a fully Gouraud-shaded checker-board. From this astounding aural utopia we venture into a world filled with tinny Euro music and an announcer who's voice (if it's even possible) is twenty times deeper and more evil than MKII's.

You have your choice of multiple fighters in FFL: Muhali, an Arabian-type guy, Lun, this Asian dude, Jenny, a twistin'

chick with a crate on her head, Kimura, a Ninja, Pog, some Gen-X freak, MJ, a boxy boxer and Ian, a Guile character. Unfortunately, at this point in development each fighter has the same moves. It isn't known yet whether certain attacks will be exclusive to each character. Another intriguing aspect of this game is the fact that you can only jump straight up. This isn't due to the Jag's unwieldy pad, either: You simply cannot jump forward or back. There are certain special moves, like the Rotative Jump Kick, however, that will make the character jump forward automatically.

Atari claims that this game will fall somewhere between Takara's peerless Tohshinden on PlayStation and Sega's VF: Better control than Tohshinden and better graphics than Virtua Fighter. At this stage, however, Fight for Life has a long way to go before it even nicks either game's strengths. We can only hope that it does.
-Nick Rox

GAMEFAN

PREVIEW

ATARI • 16 MEG
FIGHTING • 1-2 PLAYER
AVAILABLE MAY



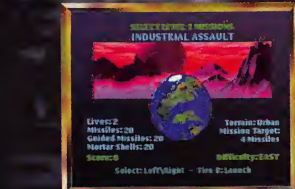


ATARI • 16MEG
SHOOTER
1-2 PLAYER(S)
AVAILABLE
APRIL



CyberMorph fans rejoice, for yet another 3D texture-mapped shootout has arrived. Hover Strike is a pretty good, ground-based Jaguar blaster.

Though you may be asking, "Did we REALLY need another 3D game on the Jag...where are my RPGs?", Hover Strike is worth a look-play. The game's story and format could be put into three simple words: Moon Patrol '95. You take a ground-hugging hovercraft onto enemy moons as you search for various targets to destroy. The ultimate goal is to knock out the aliens' entire shield structure to make way for a full scale invasion by the good guys.



The game play's pretty good, but state-of-the-art it ain't. Your craft can move forward, brake, shoot, or fire missiles. The interface is solid, but there's no way to drive backward or strafe...major oversights. Your mission is usually to blast all the weird

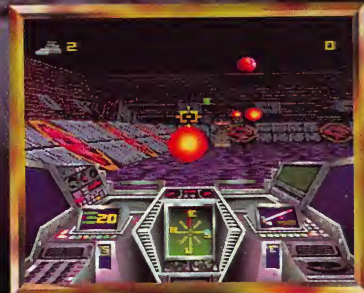
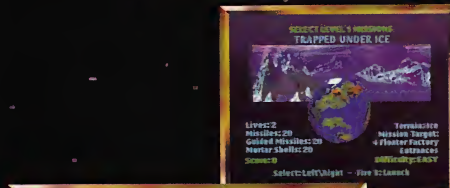
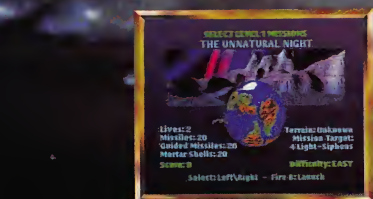
Borg-lookin' enemies in site, negotiate some bumpy terrain, and finally take out the main target(s). Nothing especially exciting or deep, just driving and shooting.

The 3D texture-mapped graphics are just what you'd expect, and nothing more. Technically they're good, but I don't know about you but I am getting bored of these types of graphics, which don't seem to get much better (and are certainly nowhere near the king of texture mapped, Doom). The screen scrolling is fair, but some smoothness is left to be desired. The music and sounds don't stand out, but aren't abysmal either.

Hover Strike's most outstanding features are its length and variety of levels. While the game isn't too complicated, there are many surfaces to traverse such as ice, and inclement conditions to contend with such as darkness. With its battery back-up and many missions, Hover Strike is a game you can kick back and play for a long time...but if you're like me, you'll end up itching for the smoothness and depth of Doom.

If Jaguar owners are hermits stranded in a desert of mediocre games, Hover Strike is at least a saltine cracker.

--Slasher Quan





RAYMAN



UBI SOFT • 16 MEG
ACTION/ADVENTURE
1PLAYER
AVAILABLE JUNE

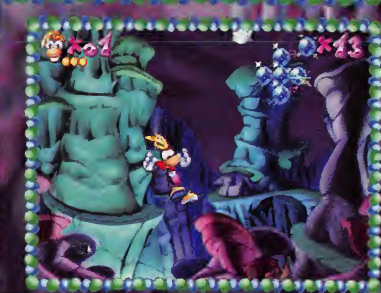
Okay everyone, toss aside all your prejudices and open your mind to what could be the best original game on the Jaguar yet...Rayman. Some of you may be skeptical about Jag carts. Don't be with this one.



Rayman is a wonderful, light-hearted platformer starring one of the strangest, yet appealing heroes ever. He's (it's) a no-armed, no-legged dude who has to restore balance to his world. See, Mr. Dark has stolen the tool of eternal peace, the Great Protoon. The Electroons who used to gravitate to the Protoon are just a bunch of smashed atoms without their fix of Protoon. Cool story, huh?

The game takes place in a brilliantly illustrated and animated world, with tons of colors and some of the coolest scenes you've ever seen. I felt like I was flashing back to the first time I played Castle of Illusion for the Genesis.

Rayman starts with only the ability to jump, but the awesome news here is he can gain new skills as he progresses. For example, Ray can hook up with a friend such as a fairy, who will endow him with a new talent. When Ray meets his friends and learns new tricks, UBI is planning full voice dialogue! Rayman will learn to hang from



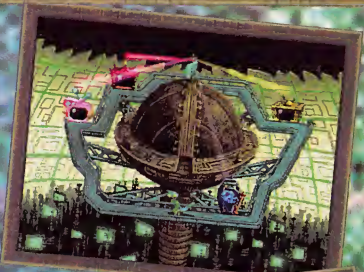


ledges, wind up his fist for a long-range projectile punch, hover with his helicopter-like hair, fly, and swing with his extendible fist. The vertically-scrolling and side-scrolling levels vary and require many different play techniques. In one very creative scene, Rayman must "plant" platforms, which instantly grow right out of the ground. As for levels of scrolling, each new version of Rayman that arrives in our office has more and more parallax!



It's been a while since I could say this about a Jaguar game, but I CAN'T WAIT for Rayman to be completed!
--Slasher Quan

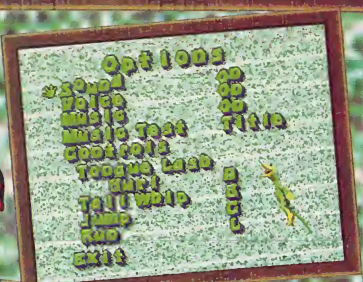




3.2
GAMEFAN
PREVIEW

CRYSTAL DYNAMICS
ACTION PLATFORM
1 PLAYER
AVAILABLE APRIL

GEX

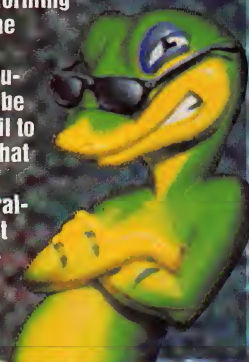




Well lizards and Gentlemen here's the game that every 3DO owner has been waiting for, GEX. So, was it worth the wait?, will the 3DO finally be the recipient of platforming bliss?, and will GEX ever make it back to his barcalounger? I'm here to fill in the blanks, so pull up a controller and stay awhile.

Lets start out with the obvious... graphics. GEX gets underway with a spectacular fully rendered cinematic intro that introduces you to a bad guy that you will be dying to fight. This floating cross between an Alien and a game show host is evil to the core. He's sucked you right out of your living room into a world unlike any that any lizard has ever seen, and you gotta' get home in time for that Rhoda re-run!

The game graphics are equally impressive, especially the many layers of parallax, something I never thought I'd see on the 3DO. Gex himself is one of the best looking and animated characters that I have ever seen. I just wish that the enemies were as smooth and rendered looking. They're conventional bit-mapped images and appear to have a slower frame rate when compared to GEX. Never-the-less they are drawn well for the most part, and fit each locale per-



fectly. The foregrounds are flawless, ultra-bright and colorful.

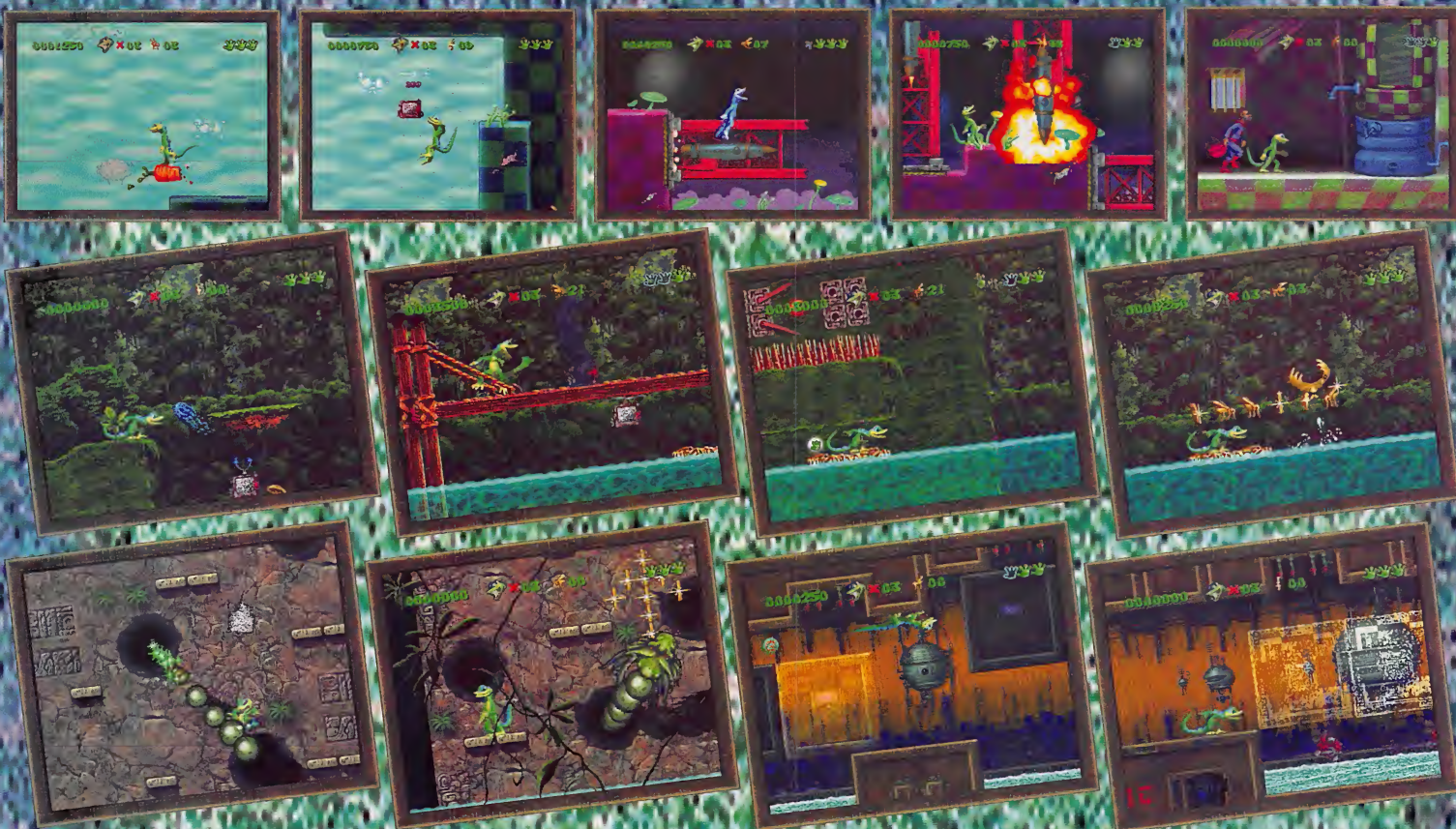
Now lets cover some ground with those all important play mechanics. This is one of the spots where GEX really shines. Since GEX is a lizard, and a Gecko at that, he can suck up to just about any flat surface either belly in, upside-down, or up the side. While he's slidin' around on these surfaces he can slap in any direction with his tail or nab stuff with his super long tongue, shlurp! "That hits the spot". GEX can also jump, coil his tail, and boink his enemies on the head. Grab a nearby power up, and GEX can spit fire, ice, or even electricity. You can configure the buttons just how you



want 'em so running and jumping is a breeze. GEX controls very well, especially with a Goldstar controller. The Goldstar still ain't the answer, but it'll have to do until someone wises up and makes a Sega 6-button-ish pad.

Now onto the levels. The levels in GEX are divided into five parts and are vast to say the least. There is much to do in each and every one as GEX must find remotes to turn on new levels and VHS tapes to save his progress. You can stay in a level as long as you like and explore to your hearts content. The overall layout of the game is masterful with mucho vertical and horizontal gameplay. Wait 'til you get lost in the cartoon world a couple of times and you'll know what I mean.

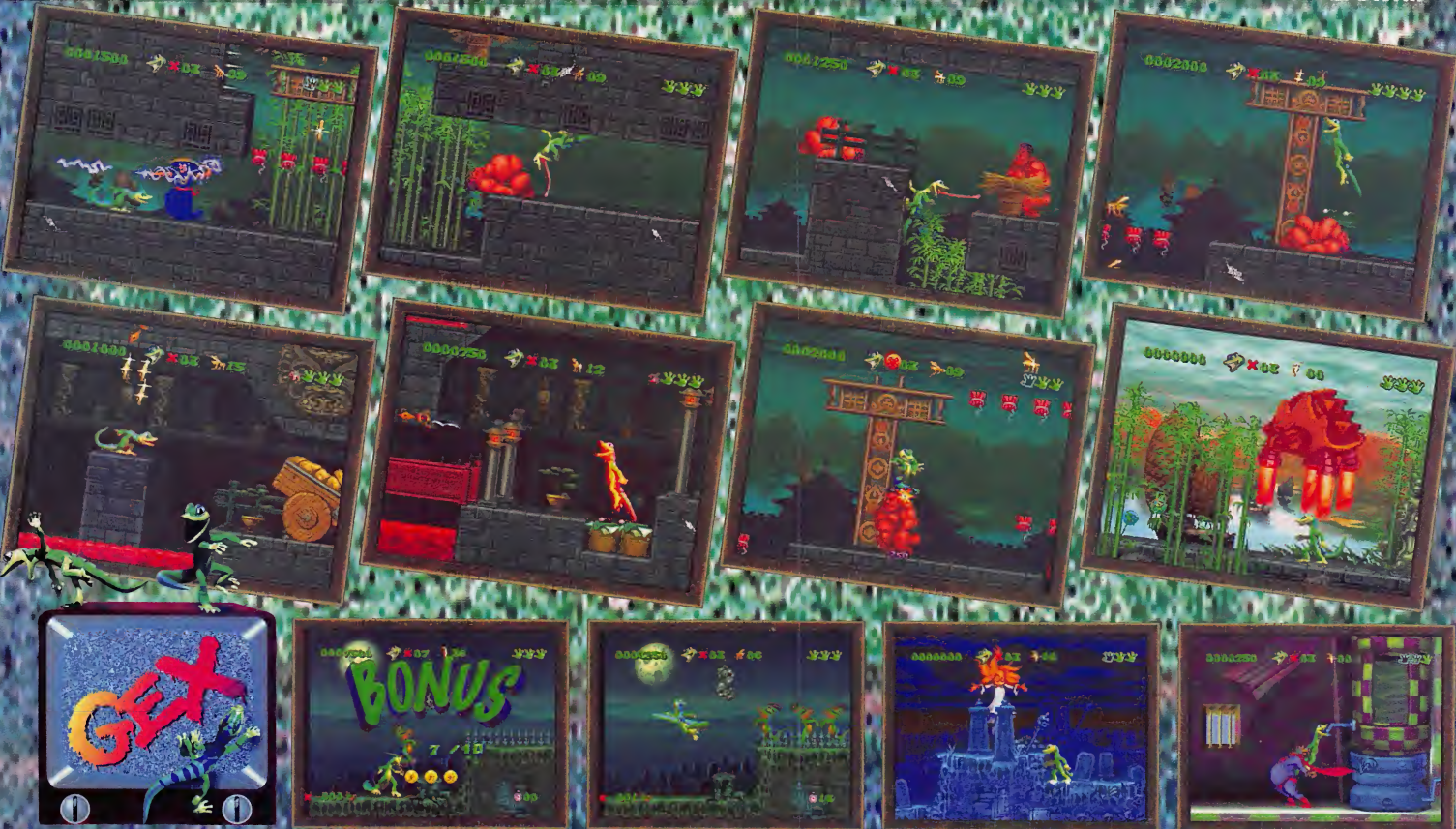


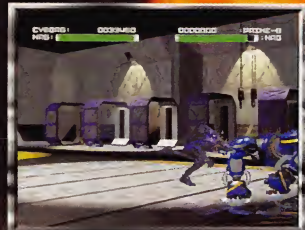


To wrap up this preview (I got the final CD just before closing and I wanna' beat it before I review it) lets chat about the first time a video game character has ever been given a voice and personality that has actually turned out to be cool. Dana Gould provides the jokes and one liners in GEX and they not only fit him like a glove but they're pretty funny. I've laughed twice so far; I died a couple of times in the same spot. The next time GEX started their he said "this



looks familiar". GEX bagged on me! Then when I finished the level he said "That was about as much fun as being Mike Tyson's cell mate on Valentines day". That's good stuff and I'm sure there's more. Next issue I'll have a big 'ol of GEX review where I'll talk about each area, the bosses, and pass along a few tips. In the mean time I suggest you go out and slurp up a copy of GEX and join in the fun.
—E. Storm





Why would anybody spend so much time on such an elaborate game and then completely miss the boat on gameplay? That is the question you must ask yourself when you fire up Rise of the Robots.

Everything starts out brimming with promise; cool techno soundtrack, nicely animated fully rendered intro., and a cast of highly detailed mechanical monsters. But then... "Fight!". What's this?, I can only play a vs. game as the main character? He's only got two moves! I could live with that except they're pretty hard to pull off when some pile of junk with telescopic arms is jamming me in

RISE OF THE ROBOTS

ABSOLUTE
FIGHTING
1-2 PLAYER(S)
AVAILABLE APRIL

32
GAMEFAN

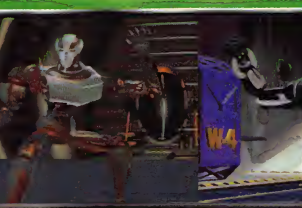
REVIEW

the corner. Lets try a two player game... Oh no! Him again? Player two can choose any fighter, and once again I'm stuck with robo-dude. This guys a puss, I wanna' be the trash compactor!

I just don't get it. A little more tweaking or maybe bringing in some pro-class fighting gamers could have made the gameplay as good as the graphics. Instead we are left

with a game that will appeal more to science fiction fans than fight fans. I believe the ladder group is the intended target audience.

-Sgt. Gamer



CORPSE KILLER

DIGITAL PICTURES
1 PLAYER
FMV/SHOOTING
AVAILABLE NOW

GAMEFAN
REVIEW

It's no big secret that many a reviewer at GameFan frowns on the FMV genre. Well, I happen to like it. I guess that's why I was chosen to review Digital Pictures latest; Corpse Killer. In this throw back from those great horror flicks of old, you assume the role of the Lieutenant, who upon landing on the Island of Cay Noir is bitten by a crazed zombie and therefore, right from the start is dying... well sort of. Being dead on this island can mean being more alive then ever. You see, the evil Necrobiologist, Dr. Elgin R. Hellman is bent on overtaking the entire world with his race of zombies.

In order to start this joyous process he's resurrected a most heinous group of serial killers, gang members, mercenaries, and death row victims. The US Gov't. has called upon the Special Forces to wipe out Hellman and his zombies before it's too late, that's where you come in. The first, (well, second if you count the zombie) person that you meet is Winston. He comes to your rescue, briefs you on the situation and introduces you Julie. Julie is a struggling journalist who has stumbled upon her story of a lifetime and she'll stop at nothing to get it.

So, the stage is set, time to interact! In CK you'll have to think, and plan, as much as you shoot. As you progress in the game, no matter how well you do against the hordes of zombies, you have to acquire 'breath' to restore your health throughout the game, as well as 'Datura' coated bullets, 'Ju-Ju' sticks and other assorted voodoo-ish supplies. You gotta' kill the zombies, Winston will handle the potions and what-not accordingly. It's kind of hard to explain since the way you play the game may differ from the way I did. Basically, the story unfolds as you see fit to unfold it. There are many strategies to reach the end.

The video in CK is excellent, as is the interface. A quick read though the instructions is all it takes to get started since important dialogue comes from both your two buddies, and the Datapod, where you'll plan your strategy from. Here you can have Winston role the Bones for hints, save your game, and use the items you've earned for zombie killing.

The shooting sequences in CK are pretty diverse for an FMV title. DP has concocted a wide assortment of zombies, many of which can only be killed a certain way. So you cant just glue down the button and plug away. You'll have to change weapons sporadically to kill the nastier enemies and conserve valuable ammo. The zombies in the game vary from the scary, to the down-right funny. The un-dead gang-members and serial killers lumber along like helpless targets, while the Renegades and Cult Killers hover in at frightening speed.

There are many aspects to Corpse of which I've named only a few. If you're one of the many who loves a good DP adventure do not hesitate, I've played them all and would have to say that so far, this is the best one! -F. Rizzo



ZOMBIES!



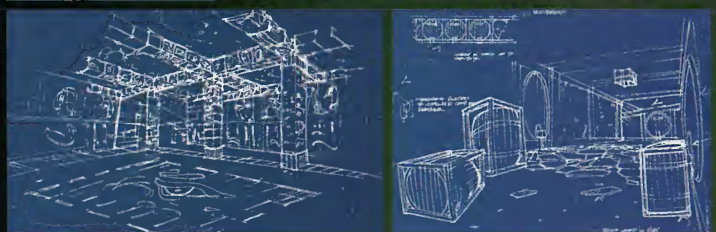
AMBUSH!

AAAHHH!

HE'S FRYIN' KEN DOLLS!

ZOMBIFIED!!

Boss Blueprints



KILLING TIME

Welcome to a remarkable new 3D adventure for the 3DO, Killing Time. Recommended for those over 17, KT is what I always wished 7th Guest was... action and shooting! Of course, there are also mazes galore and a great story line. You're trapped in an Island mansion filled with the attendees of a tawdry 1920's party. A haunting apparition (you don't wanna' know how she died) will beckon your help (I hate when dead people beckon). You must uncover her horrible secret and break the spell which keeps the island in chaotic limbo. Take my word for it, this game's hot... and it ships in June!



BLADE FORCE

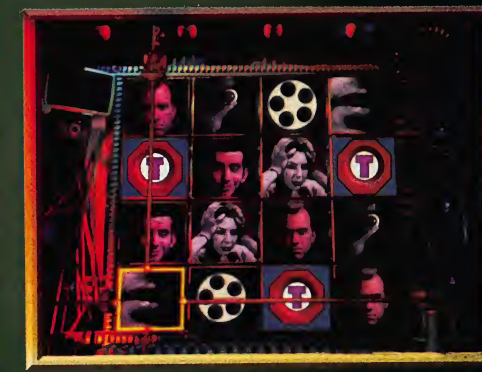
All I can say about BladeForce is... amazing. For a system that can only display 50,000 texture mapped polygons per second, this is mighty impressive! You'll swear it's more. You want 'off the tracks, go anywhere 3D shooting? You got it... 28 areas of it! Take flight in 360 degree 3D world with guns at the ready in a futuristic HeliPak. BladeForce features: 16,000 true 3D objects per level and over 76,000 polygons per level in RAM, more than 500,000 polygons of texture mapped 3D geometry, more than 1000 TV screens worth of terrain is offered on each level, and the "Bungi-cam", which gives the player a sense of being just behind the HeliPak on another helicopter. This just may be the best 3DO game to date! Look for it this June!



I don't know who these two are, but they sure do look mean & ugly!!

THE ALL NEW PEOPLE'S GAMESHOW

"The All New People's GameShow" features more than 2000 interactive (there's that word again) challenges, including: FMV jigsaw puzzles, visual memory tests, pop-culture quizzes, concentration games, and more. It's referred to as "the thinking persons" video game... I guess I never think. Actually, GameShow games are quite popular and for those that like to kick it with 'em, this is your ultimate game.





DOUBLE
DRAGON



DOUBLE
DRAGON



DOUBLE
DRAGON



DOUBLE
DRAGON



DOUBLE
DRAGON



DOUBLE
DRAGON



DOUBLE
DRAGON



DOUBLE
DRAGON



ABOBO



BULNOV

It seems that I review a new Neo-Geo fighter in every issue - not necessarily a disagreeable experience. This month however, it almost was. From the moment I switched on the trusty Neo, I knew there was a problem - The game opens with FMV of the ultrabomb Double Dragon film. Yup, you heard me right... FMV! And cheap, super-letterboxed, grainy-death Sega-CD FMV at that.

There's nothing overtly wrong with the game, but little inconsistencies in quality add up to create a most average experience, which is the case here. Don't get me wrong, Double Dragon does have some cool original features, such as scaling out to the very borders of the playing field, literally reducing your character to 1/10 of his fully-scaled-in size. Another cool innovation, unfortunately utilized on only the main characters, Billy and Jimmy, is the ability to

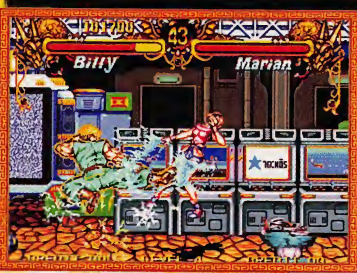


DOUBLE DRAGON

TECHNOS
FIGHTING
1-2 PLAYER(S)
AVAILABLE NOW



JIMMY & BILLY



IT'S FMV ON THE GEO! KILL YOURSELF!



DULTON



REBECCA



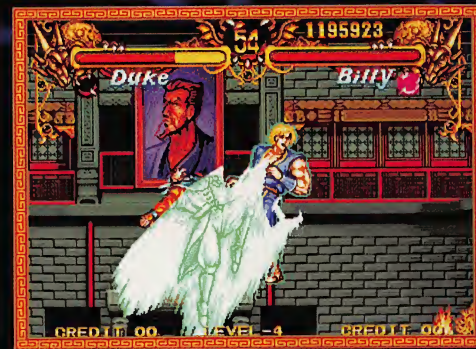
transform into a completely different fighter with new animation and moves upon filling your Super gauge. The actual play isn't based on kick or punch buttons, but rather on four generic buttons of increasing strength. The fourth and most devastating blow, however, is almost useless because it takes so long to actually perform. Each character has an array of special moves that can be turned into Supers by simply performing them with two buttons when the Super gauge is full. This seems strange to me, though - aren't super moves meant to be hard to pull off? Beyond this, the action is pretty basic - two-in-one based combos, are to be found here in droves, with two-tap dashes and double-jumps aplenty. The art is fair, with slightly above-average animation. The only truly innovative aspect of the artistry in this game is the sheer size of the playing fields - many, many, MANY screens wide and tall. There's also a minimal degree of interaction with the backgrounds. You can break walls, torches and other scenery, and in Abobo's subway stage, smash the ceiling, causing a massive subway train to drop into your fighting area. Believe me, though, it's not as spectacular as it may sound.

The music in this game is actually excellent... it's probably the best part of the game. In fact, it may be the most amazing music I've heard on the Neo, at least from a technical standpoint. Strangely, the fantastic music is nearly ruined by the truly AWFUL narrator. We're talking MAJOR English pain. It's a Japanese chick who pronounces "Burnov" as "Bluno." Not only is everything mispronounced, but her voice is just ultra-annoying.

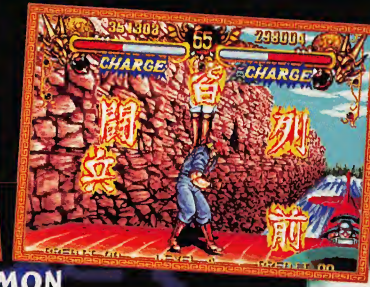
All in all, Technos' Double Dragon is a slightly above-average fighter. It has its minor innovative merits, but I can't say it's worth purchasing when excellent titles like King of Fighters, Samurai II and Galaxy Fight are already available. A CD version would be worth picking up, but the game ain't worth \$200.



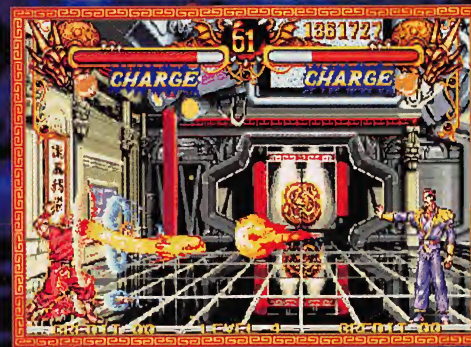
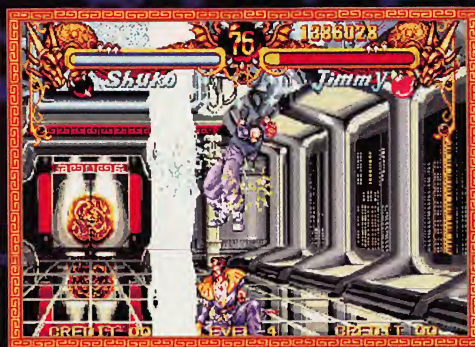
DUKE



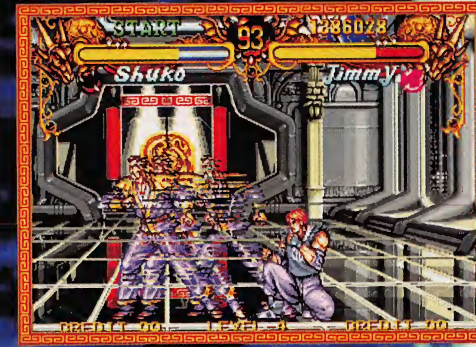
CHENG-FU



AMON



SHUKO



EDDIE



MARIAN

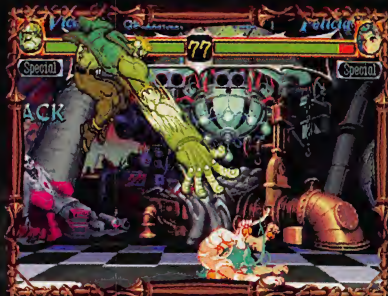
NIGHT WARRIORS

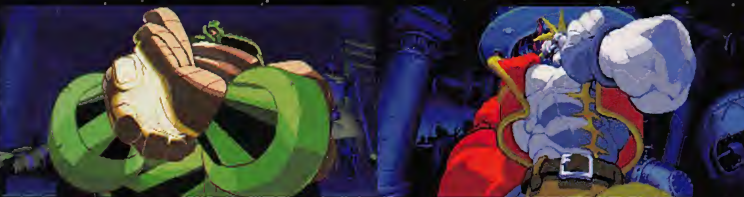
CAPCOM • 300 MEG+
FIGHTING • 2-PLAYER
IN ARCADES LATE MAY

One of the most underrated and underplayed arcade games of '94 was Capcom's phenomenal DarkStalkers. In our November issue I called it the best fighter of all time. And to me, it was... until now.

Night Warriors is without a doubt my favorite fighting game yet. Not only has Capcom added controllable bosses, many extra moves and two awesome new characters, but they've fixed the previous version's minor quibbles, like balancing the fighters' abilities and fixing Demitri's extremely annoying un-connectable ducking Forward. Night Warriors could be considered DarkStalkers Champion Edition... basically, what Capcom's done is made a great game greater.

Let's begin with the two new characters, Donovan Baine and Hsien-Ko. Donovan is a Dark Hunter, a son born of a human woman and a demon male. His goal is to destroy all darkness in the world, with his main target being the vampire Demitri Maximov. Accompanied by his enchanted, living Tibetan blade Kilshred and an emotionless little girl named Anita,





who he believes can lead him to evil, he is set to bring light to the world. Hsien-Ko is actually two sisters, Ling-Ling and Lei-Lei, housed inside the body of a Kyonshi, or Chinese ghost. Lei-Lei died untimely and Ling-Ling sacrificed herself to save her sister's life.

Becoming Hsien-Ko, the duo decide to enter the battle of the Night Warriors.

Gameplay remains the same for the most part, but there are a few additions. The most important of these is the Chain Combo system, combo moves which are performed with normal punches and kicks. You are also no longer limited to charging your Special gauge just once. You can now store up to nine super moves, which carry over between rounds. The guard reversal attacks introduced in DarkStalkers are now given actual on-screen bonuses, as are the aforementioned Chain Combos. The auto-block feature found in X-Men is implemented here, as well, but is limited.

Next month we'll have a review and a move guide for this truly awesome fighter, so look forward to it and to playing the game in early Summer! - N.Rox

HSIEN-KO

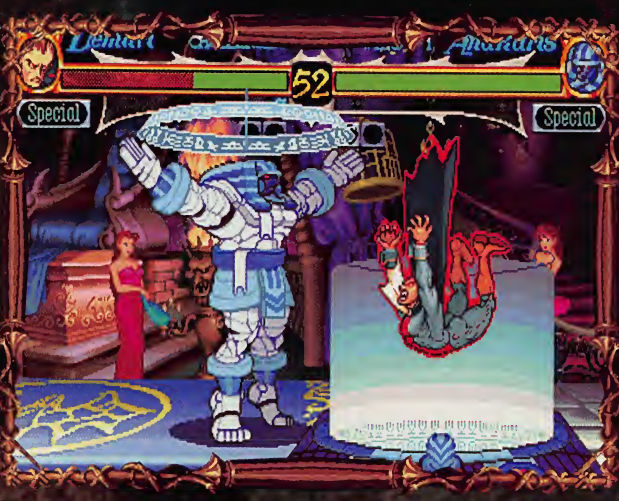
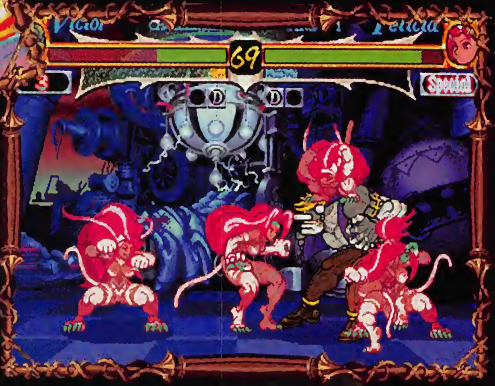
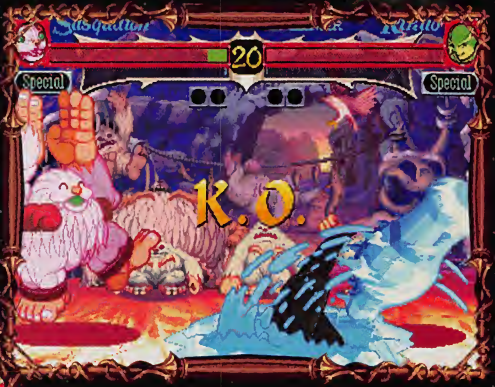
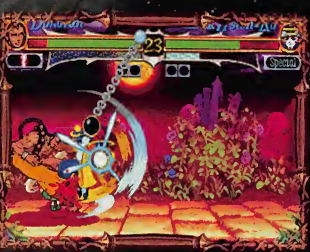
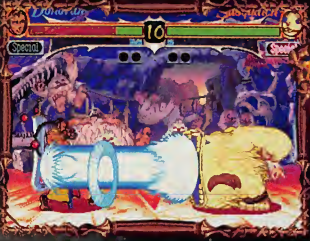
SPECIAL
PREVIEW



MORRIGAN

HUITZIL





BISHAMON



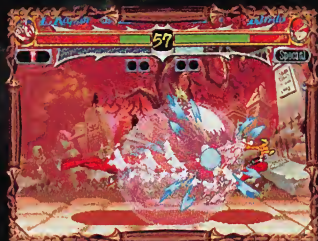
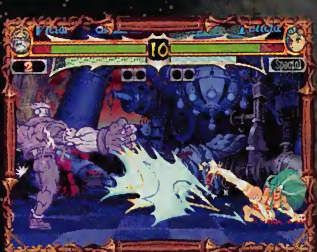
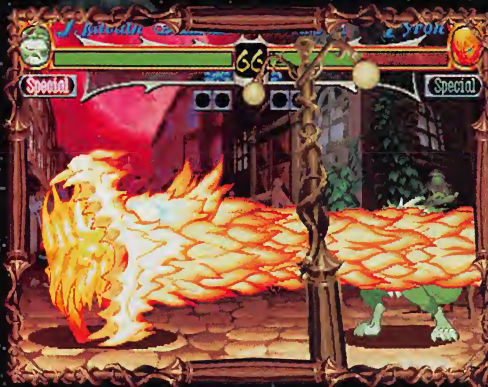
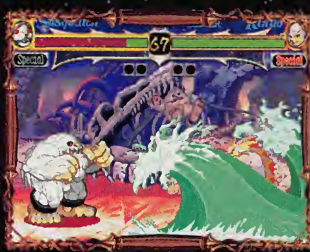
VICTOR



JON TALBAIN



ANAKARIS



SASQUATCH



RIKIUO



LORD RAPTOR



FELICIA

LOOK FOR THE
NIGHTWARRIORS
MOVE GUIDE
NEXT ISSUE!

Mortal Kombat 3 made its worldwide debut at a Chicago test site on March 12th, then was rolled out before the public at the ACME coin-op show in Reno, NV on March 23rd. Thanks to John George, other Internet sources, and our own hands-on play test, the picture is really starting to take shape.

14 Characters...and More?

For starters, MK 3 features 14 main playable characters (see sidebar for descriptions). There's also a mysterious empty box on the select screen, which will allow you to access at least one playable hidden character (there are at least three hidden characters total). And yes, Random Select still works...just hold Up and hit Start.

There's no indication yet what happened to the MK II characters who didn't make it to 3. Some could be dead, hidden, or in disguise! (Cyrax is rumored to be Scorpion, but don't count on it.)

The story is Shao Kahn has left the Outworld, and turned his attention to Earth. Using his queen Sindel, who he resurrected from the dead, Kahn has already started to take over our world. All of



the souls on the planet have been lost...except for the 14 Mortal Kombat Warriors chosen for this tournament, who fight to determine the fate of Earth.

New Button, New Speed

On the game play front, the big new addition is the RUN button, located to the bottom-left of the Low Punch button (all five other buttons remain the same). The new button configuration is very ergonomic, and once you get used to it, RUN is easily accessed by your thumb. MK 3 is definitely faster than part II, and the use of the RUN button really picks up the pace!

According to designers Ed Boon and John Tobias, the RUN button was added pri-

marily as a way to combat that "it's just a waiting game" criticism of past MK games. Some players didn't like how you could always just sit in one position, wait, then counter anything the enemy did. The RUN button is supposed to give the aggressor the advantage and enable them to start a move or combo while running. A little green bar shows how much RUN energy you have left, and it quickly regenerates as soon as you stop running.

Killer Kombos

MK 3 still has the familiar juggling air combo system, only it's been expanded and many more moves now provide a "lifting" effect to set the enemy up for a combo (i.e. Kitana's Fan Lift from MK II). For example, check out Shang Tsung's new Flaming Skulls which send the enemy rocketing into the air!

In addition to the familiar juggling combos, there's an ALL-NEW ground combo system! If you get close and hit the enemy with a certain normal punch or kick, they will be stunned and then you can immediately string together a series of three to four more normal punches or kicks. Sometimes the final hit in a ground combo will even send the enemy flying into the air so you can juggle them for more hits! So, which punches and kicks work in ground combos? It's different for every character!

All of the combos are in the MK tradition, which means YOU must execute all the joystick moves/button presses. This is NOT





like Killer Instinct where you hit six buttons and get a 30-hit combo!

By the way, MK 3 now displays combo info, including the number of hits and the damage percentage (similar to Primal Rage). Players are already finding 7-hit/42% combos...even a 10/63% combo!

Finish Him

Only a handful of Fatalities have been found so far, but they look just as amazingly violent as ever. Ed has stated there will be DEFINITELY be Animalities in MK 3, in addition to two to three Fatalities per character, background-related Fatalities, and maybe some other "alities" yet to be revealed.

Mysterious Boxes

There are also now six boxes displayed at the bottom of the VS screen when two people are playing. Each player controls three boxes. By pressing the respective button, each box cycles through nine possible pictures. Some of the possible pictures include: MK '3 symbol, Skull, Question Mark, Raiden, Yin Yang symbol, Lightning Bolt, Shao Khan, Peace symbol, and more....

Many different game effects are possible depending which boxes are selected! For example, if one player displays Shao Kahn in all three of his boxes, he will be handicapped by the loss of half of his energy at the start of each round. Or, if all six boxes are made to display Yin Yang symbols, then all blocking is disabled! Since there are six

boxes with nine possible choices, there's a lot of potential for hidden stuff here!

In the single-player mode, there are no boxes but you can "Choose Your Destiny." You choose to start at one of three different towers, with three different battle plans. Could this mean different enemies along the way, different bosses, and different endings? One boss we've seen is this big centaur-looking behemoth...the sprite takes nearly half the screen!

New Backgrounds

The new backgrounds are set on an eerie, unpopulated version of Earth! The backgrounds look highly improved over MK II and were created using rendering technology. One of the cooler backgrounds is the Subway, where you can uppercut the other guy so he gets smashed up into another level called "The Street," and you follow!

In the Subway, you're down on the subway tracks of a depot with flickering lights and a sign that says:

<-- Boon Tobias -->
300N 400E

Another interesting background is the Boonyard, a graveyard with a full moon behind moving cloud. Four of the tombstones display some interesting names with the following birth and death dates:

Boon	Tobias	Beran	Mikicic
3/22/64	8/24/69	8/29/67	8/6/69
4/1/95	4/1/95	4/1/95	4/1/95

What does the April Fool's date sig-

nify? A few of the other gravestones have these names: Cage, UTB, and CAL.

More Kombat

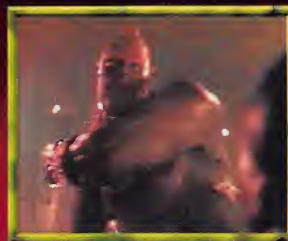
About six months after MK 3 hits the arcades, Ed and John are planning to release an MK 3 chip revision which will add new characters (possibly as many as SIX), new backgrounds, new Fatalities, and much more. This way, gamers can play original MK 3 on the PlayStation when it hits this fall, but still have new things to find in the arcade game. Will the revised MK 3 ever come to a home system? It's highly likely that the Ultra 64 cart (Spring '96) will contain all the new features from the update.

Midway's plans to keep the MK hype going extend far beyond just a chip revision. When MK 3 is launched, the fever will start with TV ads on networks like MTV. Then the hype will continue with the MK movie in July, an MK animated series, an MK live-action tour, and possible Midway-supported MK 3 tournaments in arcades. Remember those boxes on the VS screen where you input codes? Get this: codes for that screen will be revealed in the advertisements for MK 3!

'Til Next Time....

Ed and John have promised 100% final code (no revisions will be necessary unless bugs appear) for MK 3 in arcades probably by the time this issue's in your hands. Stay tuned to GameFan for the latest in our next issue! --Slasher Quan and The Enquirer





MK 3 Current Move List!

Here's a full description of each character in MK 3, plus all the moves that have been discovered so far. Please note that all moves are based on a preliminary test version of MK 3, and many commands could change before the final release version!

KEY: D=Down, U=Up, F=Forward, B=Back, HP=High Punch, LP=Low Punch, HK=High Kick, LK=Low Kick, HCF=Half-Circle Forward, QCF=Quarter-Circle Forward, HCB=Half Circle Back, QCB=Quarter-Circle Back.

SINDEL

Sindel is Shao Kahn's Queen. Played by Lia Montelongo, she's scantily clad in purple with long, flowing white hair with a black stripe down the back. She wears thigh-high black boots. She was reincarnated when Kahn took over the Earth Realm. When she wins a round she floats around in the air.

Known Moves
Yell (holds victim): F,F,F,HP
Float: B,B,B,HK
Diagonal Down Fireball: HCF,LK

SHEEVA

She's supposedly one of Goro's seven wives. She has four arms, black hair, and wears a red outfit...she has a really nasty-looking

face!
Known Moves
Teleport Stomp: D,U
Fireball: QCF,HP

CYRAX

A gold-colored Robo-Ninja played by Sal DiVita, he's rumored to be Scorpion in disguise. He wears full body armor and has a black ponytail.

Known Moves
Exploding Teleport: F,F,LK
Throw Green Net: B,B,B,LK
Throw Bomb: B,B,D,HK

Fatality: According to Ed Boon, Cyrax has a great Fatality. He stands in front of you and all this machinery comes out of his chest and just crushes you.

KABAL

He wears a helmet and a gold-colored outfit. He fights with what look like big crowbars (a.k.a. hookswords). He's played by Richard Divizio.

Known Moves
Purple Fireball: B,B,HP
Tornado Spin: B,F,LK

LIU KANG

Kang now has long hair. He wears red and black pants. Supposedly he's played by the same guy who portrays him in the MK movie.

Known Moves
High Fireball: F,F,HP
Low Fireball: F,F,LP
Flying Kick: F,F,HK
Bike Kick: Hold LK 3 seconds
TigerRun: F,F,B,HCF,LK

SHANG TSUNG

He's got longer black hair, eye makeup, and a goatee, but no beanie. He's played by a new actor named John Turk. When he wins he raises his fist in the air and it glows green.

Known Moves
Throw Skulls: B,B,B,LP
Fire Eruption: F,F,B,LK

Sub-Zero Morph: F,B,F,HK

JAX

Jax now wears purple pants and has metallic (bionic) arms. He's played by the same actor from MK II, John Parrish. Player 2 Jax wears green pants.

Known Moves
Double Missile: F,F,B,B,HP
Single Missile: B,F,HP
Running Shoulder Slam: F,F,HK
Ground Slam: Hold LK 3 seconds

SUB-ZERO

He's now unmasked and wears more of a blue suspender-type outfit. He's played by John Turk. Sub-Zero no longer wears a mask because he dropped out of his ninja clan, and now two Cyber-Ninjas are out to execute him!

Known Moves
Ice Shower: QCF,HP
Ice Clone: QCB,LP
Slide: B,LP+Block+LK

SONYA

She has blonde hair and a green outfit quite similar to the old one in MK I. She wears green, black, and white spandex. She's played by Kerri Hoskins, the Playboy model who played a cheerleader in NBA JAM and starred in Revolution X.

Known Moves
Energy Rings: QCF,LP
Upward Bicycle Kick: B,B,B,LK

KANO

His new costume is a mix of red and black. He's played by Richard Divizio, the same actor who played Kano in the original MK.

Known Moves
Flying Roll: Hold LK 3 seconds
Knife Throw: QCB,HP
Knife Uppercut: QCF,HP
Fatality #1: Get close and tap F,F,F,F,LP. (He rips their skeleton out through their mouth....)
Fatality #2: Stand just outside sweep range and tap F,F,F,HK. (He

sends a beam of light from his eye-piece into the opponent, who explodes.)

STRYKER

He's looks like some sorta cop, wears a black cap backwards, and has a red outfit. He fights with a baton and throws grenades. When he wins, he fires his gun into the air.

Known Moves
Baton Throw: F,F,HK
Grenade: HCB,HP

SEKTOR

He's the red-colored Robo-Ninja. Cyrax and Sektor look the same and are just palette-swapped.

Known Moves
Heat-Seeker Missile: HCB,HP
Straight Missile: F,F,LP
Teleport: F,F,LK

NIGHTWOLF

He's the Native American played by Sal DiVita. He's very modern, and his costume is cool.

Known Moves
Shoot Arrow: HCB,LP
Hatchet Uppercut: HCF,HP
Reflect Shield: B,B,B,HK
Shadow Shoulder Ram: F,F,F,LK

KUNG LAO

His costume is quite similar to the old one, but his vest is more like wide gold suspenders. He's played by Anthony Marquez, the same actor one who portrayed him in MK II.

Known Moves
Hat Throw: B,F,LP
Teleport: D,U
Diagonal Down Kick: D,HK in the air

Thanks to the following Internet sources for contributing to this report: John George, Brian Smolik, Mike Kokal, Angelo Llanes Cruz, Rory Groves, and everyone else on the MK newsgroup!



GameFan



SPORTS



GF Sports
75
points



THE NEXT GLORY

SUPER SIDEKICKS 3

SNK • 158 MEG
SOCCER • 1-2 PLAYER(S)
AVAILABLE NOW

The wizards at SNK present : Super Sidekicks 3 The Next Glory. This 158-meg title is more a refinement of Sidekicks 2 than a whole new game. The concept has stayed the same but the graphics have been tweaked slightly. For example, the actual grass on the playfield is detailed to the nth degree. In certain stadiums, the grass is cut to look like arrows and even the soccer ball itself. In the stands, the crowds don't look like pixelly bit-mapped graphics anymore. They're longer flat looking: they now have 3 layers of depth, resulting in a more realistic 3D look. Also in 3D, are the close-up goal shots. The first person shots are just like they were in SSK 2 but now you also get a top-down 3D view that looks great. The after goal cinematics are also new and highly detailed. The scaling effect is smoother than ever and it adds an extra visual impact when the action heats up. In my opinion, the noise of the crowd has

not improved as the fans no longer sing, chant or beat their silly little drums like they did in the previous game. The only shouts you get from them is when you approach the goal area-nothing exciting enough to do backflips over. More than anything however, Sidekicks 3 shines in gameplay. It's not that the controls are overly complex (they're not) therefore, it's easy for a novice or non soccer fan to play (and therefore get absorbed in). The only fly in the ointment is that playing SSK3 is like listening to a remix version of your favorite song- it's basically the same thing you've experienced before. This would be O.K. if such groundbreaking games such as F.I.F.A. Soccer on the 3DO or Victory Goal on the Saturn did not exist, but in fact, they do. If SNK is to remain a major player in the soccer genre, they must build upon previous achievements not rest on their laurels -K.LEE



The Competition Is Tough...The Ref's Are Even Tougher



Head To Head With The Best Teams In The World



GameFan Sports

SLAM 'N' JAM 95

CRYSTAL DYNAMICS
BASKETBALL
1-2 PLAYER(S)
AVAILABLE APRIL



GF Sports Scoreboard

Each game can score a total of 100 points. The "Power Tab" represents the sum of the total score. Each "Power Tab" equals 20 points



PLAYOFF QUARTERFINALS

Boston		Dallas
Cleveland		Portland
Charlotte		Los Angeles
New Jersey		Houston
Atlanta		Oakland
New York		Minnesota
Miami		Denver
Chicago		Phoenix

CONTINUE

PLAYOFF TREE

STARTERS		Hot	Ass	Stl	Blk	Sh	Dr
F	22. PETERSON, GILLES	0/0/0	2/4	40	66	72	63
G	5.4. ALLEN, DAVIS	0/0/0	2/4	40	45	57	66
G	25. WELLS, MALDONADO	0/0/0	27	52	63	72	69
G	13.1. STEVENSON, MASON	0/0/0	36	72	88	61	81
G	2.24. GARDNER, COLBERT	0/0/0	24	86	61	73	52

CONTINUE

HOME - DALLAS

TEAM		NEW YORK		Now	PF	3P	FG	FT	T
F	4. LARRY, LAND	100	0	0	0	0	0	0	0
F	3.6. CHERRY, CHERRY	100	0	0	1	0	0	0	0
F	22. WELLS, MALDONADO	100	1	0	0	0	0	0	0
G	13.1. STEVENSON, MASON	100	0	0	0	0	0	0	0
G	4.4. MATTHEW, MASON	100	0	0	0	0	0	0	0

SUBSTITUTE

CONTINUE

QUIT GAME

ATLANTA

NEW YORK

1ST QUARTER

55.5

ALL THE FIXINS'!

Ever since 1992, my favorite basketball game of all time has been NCAA Basketball for the SNES. I thought nothing would ever have a chance to displace the champ...until now.

From the early preview version, Slam 'N' Jam for the 3DO looks like it could be one of the most important sports simulations to be released in 1995. The game could blow away NBA Jam, NCAA, etc. and set a new standard for basketball excellence.

The amazing 3D above-and-behind-the-court camera angle is highly reminiscent of Konami's Run and Gun arcade game, but amazingly, Slam 'N' Jam's graphics are far and away superior to the coin-op. It's astonishing that the 3DO home system hardware, released over a year ago, can outclass high-tech, multi-\$1000 Konami arcade hardware, released last year.

The visuals in this game are so incredible, you'd think it was the NBA on HDTV. There is next to no chopiness or pixelization to be found. The scrolling is smooth as jersey silk, and the player animations are so sweet, you'll be screaming, "I can see every frame!"



GameFan



SPORTS

32-BIT B-BALL AND JORDAN'S RETURN TO THE NBA... SOMEBODY PINCH ME!



FLIGHT NUMBER 3 - NOW ARRIVING...

The pix are perfect, but how about the game play? Crystal Dynamics shoots the rock, baby! At least it looks that way. Steals, posting up, treys, monster dunks, even midair rebound put-backs...gimme alley oops and play calling and you won't hear me gripe about anything!

The preview version was incomplete in many areas, especially options, play mechanics, and teams/players. At this moment the players are fake and the teams have their correct NBA jersey colors, but not the NBA logos. It's possible that CD might get some real licenses, stay tuned. But no license is required for realistic arenas--check out the parquet floor at Boston Garden!

The sounds were also incomplete in the version we played, but the ultra-sharp announcer was full of great basketball slang and color commentary. There was even a funky rap thing at the options screen.

Unlike other latrines masquerading as basketball games (such as NBA Hangtime '95 for the Sega CD), Slam 'N' Jam is a full-on, five-on-five pro basketball game. This means you get all the options you'd expect: exhibition, playoff, and season options, plus statistics records.

NBA Live '95 and NBA Jam T.E. are good, but the 16-bit limit has been reached and it's time to push new frontiers on 32-bit systems such as the 3DO. With Slam 'N' Jam, Crystal Dynamics sends a crystal clear message to all the other companies stuck in innovation ruts: "Get that junk OUT!!"

--Cal Cavalier



GameFan



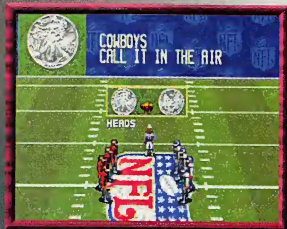
SPORTS



ACCLAIM/IGUANA
32 MEG • FOOTBALL
1-2 PLAYER(S)
AVAILABLE APRIL



GF Sports
95
points



Someone's finally done it! Using the power of the 32X, Acclaim has actually surpassed Madden (which of course was only on Genesis, so it's an unfair comparison, but what the heck). NFL Quarterback Club is the most kick-ass home football game I've ever played!

Developed by Iguana (whose last football effort was a superb conversion of Super High Impact), this cart is for all intents and purposes a Madden clone... only better, much better. Everything, especially the action, just looks and feels better.

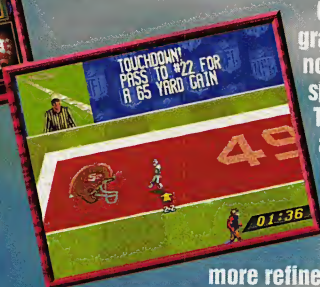
The game features all 28 real NFL teams, plus the likenesses of the members of the illustrious Quarterback Club (a bunch of starting QBs). The only real function of the QBs is you can role-play as any one of them. For example, you

could use Troy Aikman to lead the 49'ers (the horror!). Otherwise, the teams and modes are straightforward. You pick from preseason, playoff, and full-season options, with battery available to save your position. There's also a simulation mode, which places you in the middle of a real-life or fictitious in-progress game, usually with the job of leading a team to a come-from-behind victory.

QB Club's graphics are nothing short of spectacular. The floating above-and-behind-the-field view is similar to Madden, but

more refined. The screen scrolls fluidly, and the zooms and pans are flawless. The player animation is also just about perfect. The game treats you to a variety of colorful (that's 1000's of colors) digitized stills of members of the Club, which adds graphic candy to a visually stunning game.

The 32X-enhanced sounds are just about as good as the graphics. You get great crowd noise, a digitized ref's voice, and





groans for those bone-crunching hits. The controls and game play are as responsive as you'd hope them to be. The game features very precise run controls and the standard moves such as spinning and diving. The play-calling meets the current standards, with three levels per play (range, formation, and specific play). The interface is just plain intuitive.

One of the most incredible features is the instant replay. You can lock onto any player or the ball and zoom in almost at ground level, or pan out to a high-up blimp view. The slow-mo even has frame-by-frame. There's so much flexibility, you will freak out and start looking for the "On Air" light flashing...it's like a live broadcast!

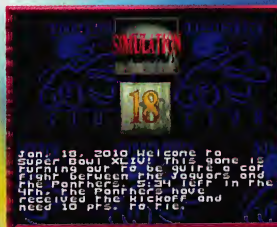
I only have only three quibbles with QB Club. First, I wish the developers had taken full advantage of the six-button controller. You figure gamers who spring for a 32X probably have invested in the relatively inexpensive six-shooters, why not use them? There are plays where more than three receivers run routes, why not use X, Y, and Z as additional receiver options? Or how about a greater variety of moves while running the ball? My second quibble is with the passer's view. It's perfect

except for one thing: the button callouts are just a tad small. Depending on how deep your 'outs are, it can sometimes be hard to tell which is A, which is B, and which is C. No big deal, and a saving comment is that the letters are color-coded depending on how open or covered the receivers are--cool! My final quibble is the lack of a four-player option, but this is a very minor feature in a football game.

My criticism is constructive only. Overall this game is just so polished, you'd almost say it's shiny, even if it's not Shiny...it's a lizard, er, Iguana.

Anyway, if you're a gridiron gladiator armed with a 32X, it all boils down to: **BUY THIS GAME!!**

--Cal Cavalier

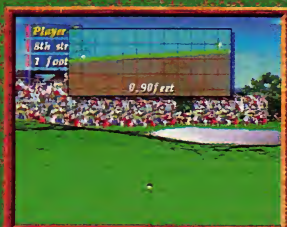




**GAMEFAN
SPORTS**



GIMME' A CLUB LACKEY!



POWERFUL PUTTING PERFORMED PERFECTLY!



LOOK! SEGA SATURN PEOPLE! IF YOU HIT 'EM THEY DON'T SWELL!



Inside of every video game player is a golfer, struggling to get out. It's the ultimate game of counts and measures. When done properly, as Sega's Pebble Beach golf is, video game golf can become even more fun than the real thing. Of course I can't golf, so that's easy for me to say. But get me on the hit-mapped course, and I'm a demon.

With Sega's Pebble Beach, you're probably expecting something similar to those versions popular on the PC (yuk) and the 3DO. But that's not what you get. There's more than just a few goodies packed in to the Saturn version. I'd have to say my favorite feature is the ball-cam, something I think all golf should have. After choosing this option, once you hit the ball, the camera follows, and although the scaling isn't perfect (it's darn good, but not perfect) the effect is great. Usually, you just watch as the screen clicks forward showing your lonely ball dribble along the fairway.

Besides this choice option, the game is surrounded with perfect voice and scenic FMV, offers every possible mode of play, and

features a really great graphic tutorial (pictured here) on how to play the game. Of course with golf comes the inevitable... elevator music. Hey, golfers love the stuff, and I guess it fits. If it's any consolation, this is darn good elevator. The sound effects and voice are excellent.

Another fine addition to this version of PB is the addition of animated caddies. That's right! They don't just stand there like stiffs, they reach in and grab your club. "Good caddie, now get me a Beer!" (or a soda if you're under 21). The animation on the golfers is also silky smooth.

Here's one last little bit o' joy before I dart. Before each hole, you'll see an over view of the next hole which will lift off the map, scale in, and then zoom by as Craig Stadler describes the terrain ahead... more cool stuff!

Hey, if you're in to video golf as I am, this is the ticket. Pebble Beach on the Saturn is about as real as it gets. So, turn on the fan, cue the birds, and Sega will put you right in the middle of the action. -CHIP

**WATCH A
PRO...**



SEGA SATURN

**Pebble Beach
Golf Links**

**SEGA/T&E
SIMULATION
1-4 PLAYER(S)
AVAIL. NOW JPN.**





Peace and Coffee

Coffee Break

Coffee Break

1	2	3	4	5	6	7	8	9	Total
1	1	1	1	1	1	1	1	1	

(Over 11)

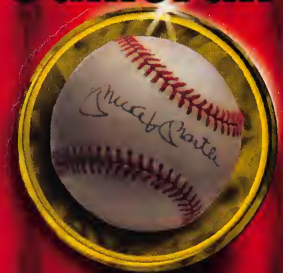
Coffee Break

Waste 1
Perf 1769



A photograph of a golf green with a yellow flag, a crowd of spectators, and a large green rectangular object in the foreground. The text "Hole 2" and "Par 5 502y" is overlaid in the top right corner.

GameFan

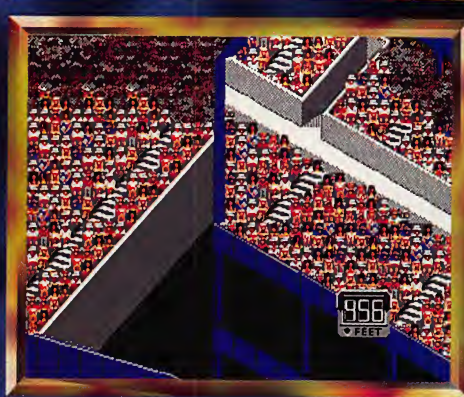
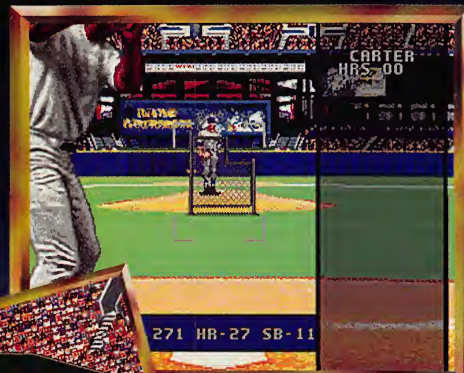


SPORTS



GF Sports
90
points

SEGA SPORTS
24MEG•BASEBALL
1-2 PLAYER(S)
AVAILABLE APRIL



Depression... unbearable, unending depression... players greedy as rock stars, owners doing their best Don Corleone (i.e. The Godfather) impressions, President Clinton unsuccessfully trying to intervene, scabs masquerading as real players... I was just about to get a wet cloth, slit my wrists, and kill myself when, lo and behold, the only thing that could have shaken me out of my deep strike-induced funk has arrived: a nearly-complete version of World Series Baseball '95 for the Genesis!

WSB '95 is the superior baseball game in existence. The cart offers a truly complete baseball experience, marred only by the very slightest of flaws.

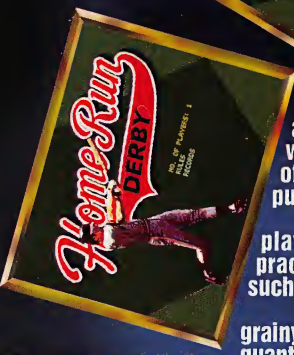
What truly separates WSB is the quality of the simulation. From the awesome batter's box perspective, to the sharp scrolling field, to the down-to-the-Green-Monster real park details, to the superb player animations, you really feel like you're in The Show.

While you can't quibble with the graphics, you will take issue with some of the controls. The game supports six-button controllers, but only partially. Let me explain. During certain actions you can use all six buttons (such as base running), but during others you only use three buttons (such as batting or pitching). Those extra buttons are sorely missed, because functions such as pick-offs and stealing would better be handled by the extra three buttons than, say, a double-tap of one of the regular buttons, which are already being used for other purposes.

Other than this annoyance, the news is all good. You get full season, playoff, and exhibition game options, plus a home run derby and batting practice. Of course, battery backs you up. All the extra touches are great, such as the scoreboard sequences after a big play or big out.

The sounds are good, but not perfect. The announcer's voice is a bit grainy, and this was probably a compromise: lower sampling rate for higher quantity of verbiage.

WSB '95 is required for baseball fans, and at least worth a look-see for owners of the original WSB. This is just about as good as 16-bit baseball can get, other than the incomplete usage of the six buttons. Even if we may not hear the following words on opening day, I have only one thing to say of WSB '95: "PLAY BALL!"—Cal Cavalier





GF Sports
70
points

ACCOLADE • 16MEG
BASKETBALL • 1-4 PLAYER(S)
AVAILABLE APRIL



While Accolade really should have called the first cart in this series **Barkley: Shut Up and Quit Complaining** About the Boring Game Play, the sequel contains a surprising number of innovations and moves to raise it above the mediocrity of its predecessor. Larger sprites, more moves, and alleged hidden characters place Shut Up 2 just a few rungs below the current king of two-on-two hoops, NBA Jam Tournament Edition.

Essentially, Shut Up 2 is a two-on-two street basketball game with fake players and fairly solid play mechanics. The game play is very NBA Jam-ish, with similar (though not quite identical) button controls. The big difference is how much interaction you can have with the ball while it's in the air. You can specifically set up an alley-oop, put back a ball as you rebound it, or pass the ball just when you've stolen it in mid-flight. This adds an extra dimension to the game play missing from NBA Jam.

Despite these features, Shut Up 2's game play is a bit choppy. The collision is off in places, and stealing is haphazard. Instead of touching the ball, often you must touch the player to pickpocket him, which makes no sense at all. Generally the game is rough around the edges, both in the fluidity of the animation and the interaction of the characters.

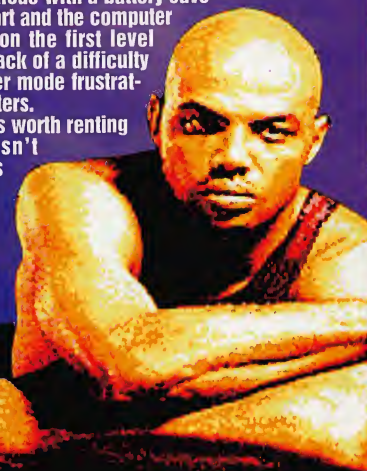
But can Shut Up jam? Definitely! While the dunks don't have all the high-flyin', ball-on-fire, phi-slamma-jamma, in-ya-face quality of the slams in NBA Jam, they're pretty good stuff. But wait 'til you see the Godzilla dunk when your juice bar is full, that's bitchin'! The back-board-breaker's also bad-ass.

As for the graphics, it's good that the character sprites are way larger than Jam, but why did Accolade go with bland hand-drawn computer art instead of sharp, lifelike digitized sprites? The sounds and music play .500 ball. You'll get down with the "Barkleysms," but sometimes you'll have to use a de-hiss-ifier to understand what hometown's trying to say.

You'll find several other areas where Shut Up 2 needs polish. While there's a tournament mode with a battery save (good), the AI is way too smart and the computer steals your ball too easily on the first level (bad). Another no-no is the lack of a difficulty select, making the one-player mode frustrating for all but the best hoopsters.

Shut Up 2 has merit, and is worth renting at least. But Barkley isn't Michael Jordan, and this ain't NBA Jam. If Jam learned to do alley-oops and put-backs, or Shut Up learned good graphics and smooth game play, we'd be getting somewhere.
-Cal Cavalier

**BARKLEY
SHUT UP AND
JAM!**
2



HANDS ON

PORTABLES

EARTHWORM JIM

PLAYMATES • 4MEG
ACTION /PLATFORM
1 PLAYER
AVAILABLE JULY

EWJ on GB! Handheld enthusiasts rejoice, the platform power is here and it's in the form of a worm.

Jim for Game Boy does a remarkable job of capturing the 16-bit masterpiece.

The game play is great, and the control is better than you'd think it might be. If you hold the controller neutral you shoot, then direct your shots; if you hold in any direction, you whip. This is a very good method of shrinking a three-button game into two buttons!

Most of your fave levels are here, from both Buttvilles to Peter Puppy. (Bet you'd thought you'd seen the last of that obnoxious pooch, eh?) If you're itching for a great GB platformer, Jim looks like the way to go.

--Slasher Quan

GAME BOY
PREVIEW



EARTHWORM JIM

PLAYMATES • 4MEG
ACTION /PLATFORM
1 PLAYER
AVAILABLE JULY



So Jim's gone Gear, too. Now ya wanna know which is better, Game Boy or Game Gear?

From the looks of the preview versions, definitely the GG. With ultra-crisp colors and great animation, this feels like an 8-bit Master System masterpiece (I wonder why). The backgrounds are great, and even Jim's hilarious rope-skipping win animation is preserved. Eurocom did a great job with the translation.

Even if not every single detail and obscurity from the 16-bitters are here, the general hilarity and fun of

Jim is preserved. Where else can you launch a cow, slide down the slopes of hell (make that heck), or bungee jump?

The play mechanics are the same as the Game Boy, but the color really makes this edition shine. It's special!

--Slasher Quan

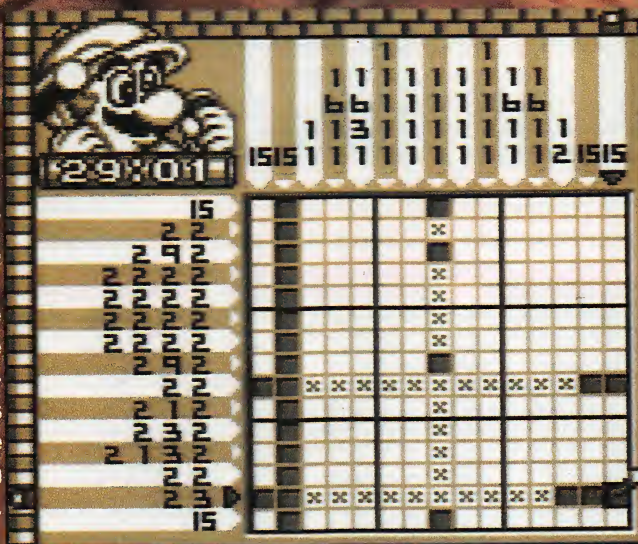


Requires Great Skull.

Try Mario's Picross.

How to reveal the hidden picture:

There are 15 blocks on each row and column. Determine which block to darken by figuring out clues from the numbers. Numbers above the column are read from top-to-bottom. Numbers to the left of the rows are read from left-to-right.



Each individual number tells you how many consecutive squares need to be darkened. If there is more than one number, there will be at least one blank square between each darkened area. If you have figured out that a square should not be darkened, mark it with an "x."

See if you have the head for Mario's Picross™**.

The unique new puzzle game that's as challenging as Tetris®**.

Use clues and numbers to uncover the hidden picture.

It's the ultimate exercise

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puzzles you'll find

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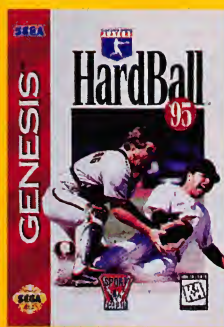
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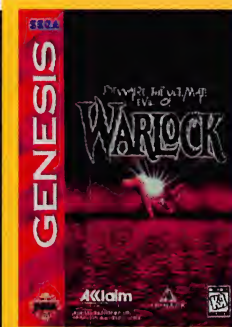
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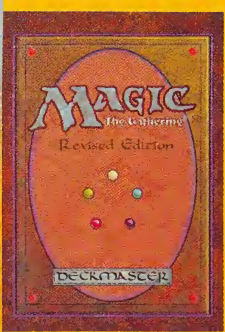
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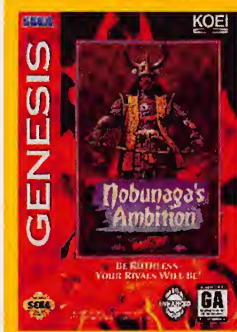
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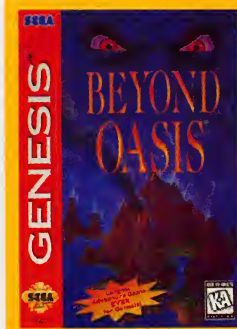
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SEGA SATURN

Interviewers: Special K & TJ

Date: 3/1/1995

Interviewee: Consumer R&D Dept. #1 Producer, Mr. Tomohiro Kondo

GameFan: First of all, thank you very much for creating such an awesome game. I bet that all the American people will be very excited to play Panzer Dragoon. One of the elements of a popular game in America are the graphics, an area in which this game excels. I bet you went through lots of hard work... please tell us about it.

Tomohiro Kondo: Well, before this project I was working on the MegaDrive and Mega-CD, all 2-D games. This is our first 3-D effort and I wouldn't say we didn't have the know-how, but we were still inexperienced at 3-D, so much of what you see in Panzer Dragoon was accomplished by trial and error.

GF: How many frames per second is displayed in Panzer Dragoon?

TK: It's 30 frames per second for the opening demo and 20 for the actual game.

GF: How is the Saturn's 3-D capability?

TK: The actual number of polygons per frame, I think, is 1,500.

GF: Do you think you used the full potential of the hardware?

TK: This is one of the games that was supposed to be released with the launch of the Saturn, but it took a little more time than we thought. During the process of development, we discovered much more about the possibilities of the hardware. The Saturn has 2 CPU's, and we didn't use the full capacity of either of them, so I'd say we used about 70% of the hardware's potential. Since we now know more about the Saturn than we did a year ago, our next game will show 100% of the system's power and we'll be able to have more polygons and more frames.

GF: So, are there any plans for a sequel? I know the game's not out yet, though. (Laugh)

TK: (Laugh) Well, it depends on the consumer's reaction to this game. Please tell us about what you think!

GF: How about pre-reaction to the game?

TK: It was quite good, actually. We distributed a demo version of the game before the release date and many consumers responded to it. We also ran a demo at 12,000 retail stores in Japan as a promotion.

GF: How long has this project taken you?

TK: A long time! (Laugh) I can't really say how long, but over a year.

GF: How about the game's difficulty?

TK: The first thing we considered is the fact that we didn't want our game to be labeled "difficult." A shooter is more likely to appeal to gamers, but I wanted everyone to enjoy this world setting. Our target is all ages. We want people who aren't gamers to enjoy this game with their family, too. We made the balanced Normal Mode and then put in the Easy Mode for people who've never played shooters to be able to at least pass the first stage. From a gamer's standpoint, the Easy Mode isn't even a game, so we of course added a Hard Mode for this type of enthusiast.

GF: Who originated this concept?

TK: Planners and the designers on my team.

GF: How about the story background?

TK: The story takes place on an ancient planet somewhere in the universe. It's been 2 or 3,000 years since civilization was at its peak. Since the weapons is similar to a bowgun, it's not really an advanced civilization.

GF: Who was in charge of the music?

TK: We worked with another company to do the BGM. The musician's name is Mr. Azuma who is a composer of music for Japanese TV shows.

GF: When we interviewed the producer of Clockwork Knight, we mentioned that the game itself was pretty short. How about Panzer Dragoon?

TK: There are a total of 7 stages in the game, with a total play-through on Normal Mode taking about an hour.

GF: How about the Easy mode?

TK: We restricted stages for Easy mode... you can only play up to Stage 4. We didn't want people to beat the game easily... that's not fun.

While TJ and Special K play through few stages....

GF: Is the Dragon supposed to be a robot?

TK: No, it's a living thing with ceramic-type armor. We set it up as a living weapon. We wanted people to feel the pleasure of flying with a dragon so we configured the game to be rather easy in stage one. It's actually possible to get to the boss without controlling the dragon! (Laugh)

GF: Why did you pick a dragon as the main character?

TK: We went through trial and error to pick a character. First of all, we wanted to make it something unusual. When you think of 3-D shooting, most people think of science fiction-type characters like spaceships, jets, etc. I wanted create some-

Panzer Dragoon



thing way different, so we asked ourselves "what else is there?" We came up with the idea of the dragon.

GF: The ocean looks so real!

TK: If you don't get used to the ocean, you'll be sick by looking at it. (Laugh)

GF: While you were producing this game, were you thinking about any markets other than Japan?

TK: No, not really, but I have a feeling that this type of game will be popular in the foreign market.

GF: Shooting games aren't that popular in America. Were you thinking of reintroducing interest in the shooting world with your game?

TK: (Laugh) I don't have such high expectations! All I want is to bring you a fun game with excellent visuals. Since we aren't marketing people, we had to use our sense to create a game because it's entertainment. (TJ's still playing...)

GF: Since this game has excellent graphics, I cannot help thinking about the US market.

TK: Well, then, we are lucky! As you know, the Japanese like precise games. Japanese shooters may be too 'busy' for American tastes... you have to keep moving all the time. But since our game has excellent graphics, I should say it contains American taste.

GF: What games have you done in the past?

TK: I worked on "Panic." (Switch)

GF: I can't imagine that you worked on Panic by looking at Panzer Dragoon! (Laugh)

TK: (Laugh) Yeah, I've changed my style. Before that, I did "Shadow Dancer" for Genesis.

GF: I know for a fact that this game is scheduled to be released at the launch of the Saturn in the US. Are there any differences between Japanese and US version? Like difficulty?

TK: In the Japanese version, some of the enemies don't attack you, so SOA asked us to make them more aggressive.

GF: So you're making it more difficult.

TK: Umm, not really. We just didn't want people to think that the main character is shooting things that aren't resisting. We fixed it to make sure that people can recognize what the enemies are.

GF: I know that you just finished with this product, but do you have any ideas for the next title?

TK: Yes, but I can't say anything concrete. Our work is endless... there is always something waiting for me as soon as I'm done with one project. (Laugh)

GF: Since we are asking everyone about this, what do you think of the next generation and what differences do you feel from 16-Bit?

TK: Since Saturn has two CPU's with workstation performance, we can provide 3-D Computer Graphics (CG) with less cost to the consumer. The level of Saturn's 3-D capabilities is very close to the arcades. We'll translate many arcade titles to the Saturn and perhaps some consumer titles to the arcade. Through this project we collected a lot of know-how, and I want to use this know-how to make great games in the future.

GF: So you're saying that CG games will be the main platform from now on?

TK: Umm, not really, but I think the CG genre is the one that has more possibilities and fun.

GF: Even though the Saturn can display full color, the amount of colors in the game seems small.

TK: We tried to use basic colors because of the story background. Since there are living things, we couldn't use bright colors.

GF: The movement of the wings is so realistic... did you watch videos of an actual bird?

TK: Yes, the designers studied a lot. There's no actual dragon, though. (Laugh)

GF: Why did you choose a 3-D perspective shooter? Why not horizontal or vertical?

TK: Because the Saturn excels at 3D.

GF: Do you have any suggestions to the people who will be playing Panzer Dragoon?

TK: Most of the past 3-D shooters have had a behind-your-character perspective. In Panzer Dragoon you can look around in full 3-D. So, once you get used to the game, look very carefully to find some funny events while you're playing.

GF: Do you have any comments to the American consumers?

TK: This is the just the beginning of what the Saturn can do. We will provide you more incredible games... have fun and enjoy our Panzer Dragoon!

GF: Thank You for your time. Good luck!

Huffman Isl.

**SUPER
FAMICOM
PREVIEW**

SQUARE'S FRONT MISSION

Is there a greater company than Square? Let's really think about it: For me, their only real competition is Enix, and that is because of Dragon Quest. But how often does a Dragon Quest come along? Once every three years? Now, Square: Three 100+ titles have come from this godly company in less than a year: Final Fantasy VI, Chrono Trigger, and this astoundingly awesome game, Front Mission. Programmed by G-Craft, Square's primarily 32-Bit division (They're doing Arc the Lad on PlayStation) Front Mission is a 'meth simulation set in a not-too-distant future in which most of the countries of Earth have merged into two factions, the Oceana Community Union (OCU), comprising most of Asia and Australia, and the United States of the New Continent (USN), containing North and South America and Canada. Tensions between these two megapowers is high. On a small island located between the two countries, Huffman, one of the OCU's factories explodes. The OCU accuses the USN of masterminding the event, while the USN re-accuses the OCU of staging the incident for their own gain. The stage seems set for World War IV. You play the part of Roid Clive, an OCU elite pilot caught in the middle of these events.

The gameplay can only be compared to Shining Force, as it isn't heavily strategy-game oriented - no hex patterns or reams of meaningless commands will be found here, just clear, concise options (in ENGLISH no less) and a game system that's extremely easy to become accustomed to, just like Shining Force's. The battles themselves, of course, share nothing with SF. You're in control of a Canyon Crow, a small squad of OCU operatives, who are all ace pilots of Wandrung Panzers, ('Walking Tanks' in German. Danke again, Craig) or "Wanzers" for short, 'mechs that you can completely equip in whatever way you desire - they can be outfitted with tank-style treads, massive missile launchers, cannons and rifles, new bodies, arms and legs.

The graphics, as you can see here, are totally gorgeous - but what else could be expected from Square? Amano Yoshitaka's character designs are once again reproduced faithfully for the character's portraits, while Square's masterful artists supply the backgrounds. Ample special effects are featured as well - the transparent shadows actually follow the contours of the stepped and varied 3/4 view battle areas, and the multi-jointed Wanzers during the battle scenes are truly amazing. Explosions are rendered in massive Akira-style dome blasts with keen transparencies aplenty.

The music, too, is excellent... of course. As usual, it's some of the best SNES music ever heard. A wide variety of styles is to be found here, ranging from the Square trademark ambient stuff to extremely modern, action-packed, almost techno-ish tracks. Front Mission is definitely a game I'm going to buy the music CD of. The sound effects are equally as joyous as the music, featuring many a sampled explosion and grinding metallic sound.

Front Mission has replaced Ogre Battle as my all-time favorite SNES strategy/RPG (Although I have a nagging feeling that Tactics Ogre might knock Front Mission out of the top spot) and I HEAVILY recommend it to any RPG gamer, even if you don't read any Japanese. Most of the commands are in English, as is the opening cinema, and any experienced RPG hand should be able to find his way around easily. For the rest of us, sadly, there's no American release planned of this beautiful SFC game... We can look forward to G-Craft's Arc the Lad on PlayStation, though - Sony will hopefully release it at launch.

-Nick Rox

YOUR DATA		ENEMY DATA	
Unit	5	Normal Unit	5
AT	116	Short	0
HP	228	Long	0
Acc Pilot	2	Supply	0
Roid	2	Car	0
		AT	224
		HP	224
		Acc Pilot	2
		Commander	2

オルソン：
これが我が軍と敵の戦力だ。

Roid	
Body	25
Arms	16
Legs	3

USN隊長：
ばかな！
OCUがそんなに
強いとは！

Roid	
Body	30
Arms	16
Legs	24

サカタ： ロックス隊長じゃ

ドリスコル：
予定通りにやってきたな。

ニッパ ロックス：
よ、よくもカレンを！

Karen

Roid	
Body	30
Arms	16
Legs	24

Schnecke Co.
GOLDIAS
M-15
75,000
The Cutting Edge

Kelth

Roid	
Body	30
Arms	16
Legs	24

Roid

Roid	
Body	30
Arms	16
Legs	24

Shrike

Roid	
Body	30
Arms	16
Legs	24

Gamefon

Roid	
Body	30
Arms	16
Legs	24

Summary: Medical experiment
the practical application of high
Japan, the...
connections of the
ties &...
violation of human rights, the
legislative and guidelines for the
the human subjects and patient
services of medical services and
ethics of traditional medicine



SQUARE'S

CHRONO TRIGGER

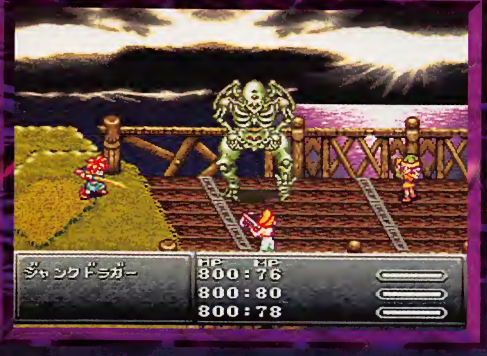
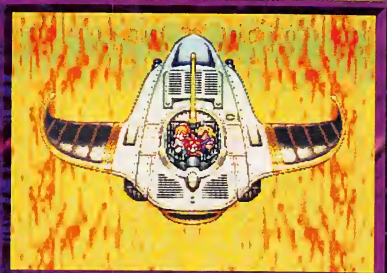
SQUARE • 32 MEG
RPG • 1PLAYER
AVAIL. NOW JPN./AVAIL FALL USA

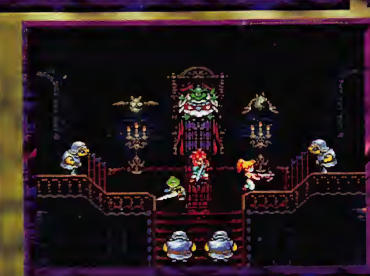
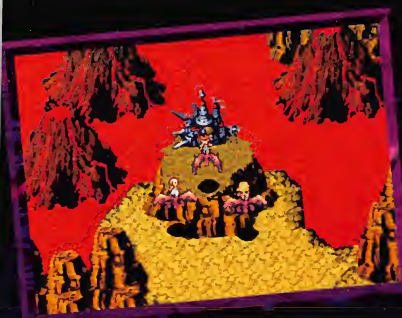


I believe I've just played the ultimate RPG, if not the ultimate video game. The cartridge of 100% power I speak of is Square's 32-Meg Chrono Trigger, currently available for the Super Famicom. This game is the culmination of years of work from three industry leaders and pioneers - Sakaguchi Hironobu, Horii Yuji and Toriyama Akira. Sakaguchi is the vice-president of Square Soft and the Final Fantasy series' producer, Horii is the scenario writer of Dragon Quest and Toriyama is the author of Dragon Ball... all three are considered to be at the top of their field. For me, Chrono Trigger is a perfect melding of the two superlative game series, Dragon Quest and Final Fantasy.

In Chrono Trigger you assume the role of Chrono, a young boy of Truce Village in the Kingdom of Guardia. One day, at the town fair, he bumps into a mysterious young girl named Marle, who wears a strange pendant. (Remind you of anything?) At the fair, Chrono's friend Luca is exhibiting her amazing new "Telepods," transporting devices, and Marle decides to try the machine out. As she steps into the pod, her pendant begins to glow and a portal opens, which engulfs her and disappears. Being the brave sort that he is, Chrono elects to wear her pendant (which had fallen off during the transport) and enter the pod. After an unbelievable 3-D line-scrolling, color-cycling joy-fest he finds himself 400 years in the past. After finally locating Marle, who the citizens of the year 600 have taken to be their missing Princess Leané, Luca appears, after having put on the pendant and stepped into the Telepods to satisfy her own curiosity. After locating the real Princess Leané, the trio returns to the spot where they were warped into the past, when Marle's pendant sparks a re-opening in the time continuum. After our heroes are safely back in their own time, it is revealed that Marle is in fact Princess Maltia. Unluckily, the chancellor of Guardia castle insists Chrono is a terrorist who kidnapped Marle - despite her protests - and is sentenced to die by guillotine! Chrono makes his escape with Luca and Marle, but is eventually cornered by the chancellor's men. Suddenly, a time gate opens behind the three. They now face a choice: face certain death or take a leap into the unknown reaches of time. And so the story begins...

Chrono Trigger is chock-full o' enough innovations and original ideas to fill an entire issue of GameFan. I won't go into much detail, suf-



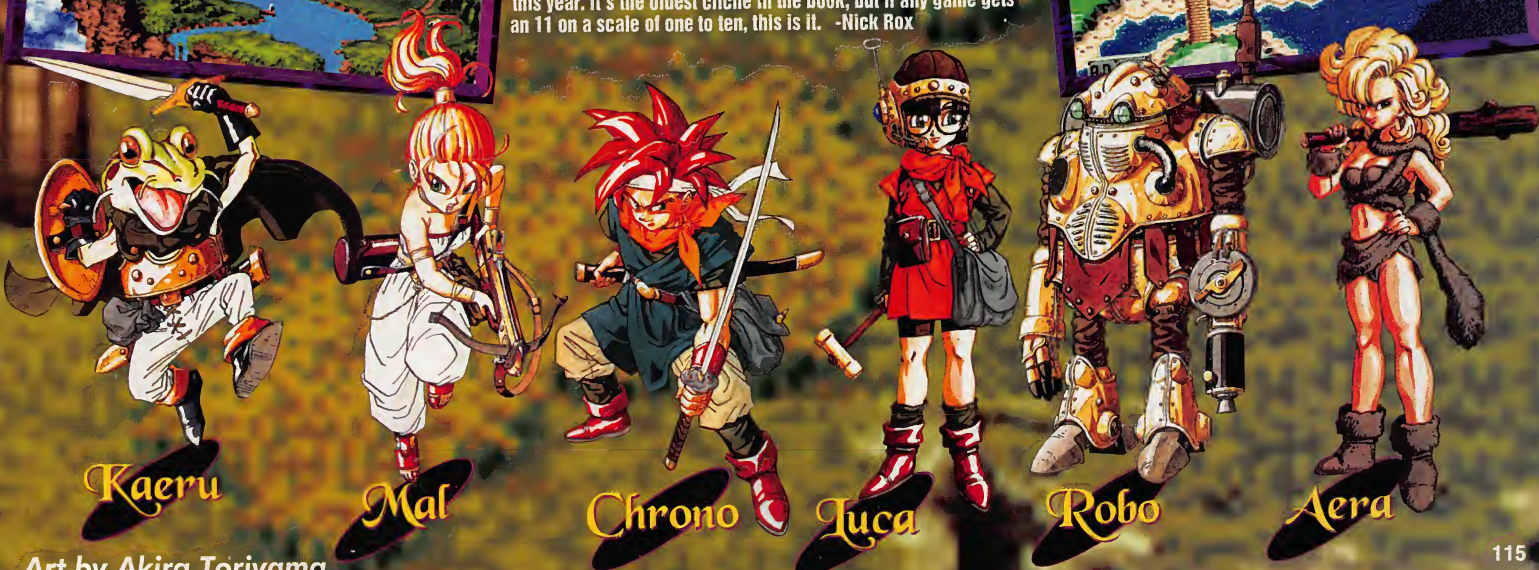


rice to say that never before have you played a game with more never-before-seen concepts, like the myriad two-and three-person combination attacks that fill the screen with astonishing rotating, scaling, transparent, line-scrolling and even polygon-based effects. Also of extreme coolness is the time-traveling aspect of the story. As soon as you acquire Sylbird, the time machine, you can actually travel through several time zones at will - an unbelievably cool feature.

The art in this game is quite literally breathtaking. It's the best 16-Bit art I've ever seen, surpassing even the shocking quality of Final Fantasy VI. The shots you see here, in fact, are nothing compared to the scenes you encounter later in the game such as the Demon Lord's castle and the Magic Kingdom Zheel. The quality of Square's artists and Toriyama Akira's visual and character designs might depress you with the fact that 16-Bit is dying and games like this are still being produced. I actually can't describe the beauty and power of the art this game possesses... you have to see it for yourself.

Now for the music... what joy! Although not quite matching up to Square's previous god of aural bliss, Uematsu Nobuo, (Unfortunately, he decided he was finished with composing music... can you imagine??) Mitsuda Yasunori, the Secret of Mana musician, does an amazing job of following in Uematsu's footsteps as he provides a rich, grand orchestral score in addition to Mana-ish happy, bouncy tracks.

What else can be said? This is absolutely, positively, the best RPG ever programmed. It can't be described with mere words... you have to sit down with it for many hours to appreciate its majesty. So either pick up a Japanese copy and brave the language barrier or wait - painfully - for the American release later this year. It's the oldest cliché in the book, but if any game gets an 11 on a scale of one to ten, this is it. -Nick Rox





Everything you wanted to know about system specs, but were afraid to ask...

I'm sure that with all of the information and specs being thrown at you by the manufacturers of these "next generation machines," a lot of you out there are on the verge of throwing up your hands and screaming at us: "WHICH ONE IS BETTER?" or "WHICH ONE SHOULD I GET?" or

maybe even "WHY SHOULD I CARE?" So now, I feel it is probably high time to explain some of the meanings behind the specs, as well as attempt to give you a look at the PlayStation and the Saturn from a software developer's point of view.

First off, a little stage-setting. The video game world as we know it is on the verge of a big change in the way it does things. With the advent of 32-bit processors in (relatively) cheap quantity, we are now faced with many choices about which direction we want the world to go. While we were hemmed in by the distinct speed and bandwidth limitations of earlier machines, now there is the freedom to choose a support structure that will really favor the types of games that come out. In this article we'll take a look at the four major new systems: the Saturn, the PlayStation, the PC-FX, and the Ultra 64. The Sega Saturn has an

"WHICH ONE IS BETTER, WHICH ONE SHOULD I GET, WHY SHOULD I CARE?"

architecture that will support many completely different types of software (sort of a jack-of-all-microchips) while not exactly excelling in any of the new areas, but certainly allowing for many MAJOR improvements on the old stuff. Sony's PlayStation went whole hog in the 3D direction, which means there are some definite limitations on what it can do flat-wise, but it's currently the champion when it comes to the depth stuff. NEC's PC-FX headed in the "full-animation" direction and has a set-up where the programmers can throw so many pixels at the screen each update that you almost wonder if you are staring at a TV screen or a window. So, while there are definite areas of overlap, unlike previous system generations, in the 32-bit age there is definitely a system that is stronger in a particular arena than the others. Games that are based on one of these advantages will most likely be designed for that particular beast.

Now for a word on processors. The CPU (or CPUs in the case of the Saturn and Jag) functions as the 'foreman' in the system, deciding what needs to be done by whom and doing all the things that nobody else can. Where the Saturn and Jag are concerned, this is further assisted by having a second processor designated as a 'slave' who can do everything the master can do, if the master tells it to do so. This division of labor technique is what really makes or breaks a game machine, because there is always a way to design a subordinate chip that can do one thing umpteen-times faster than the CPU ever could (for example graphics chips, I/O control chips, 3D rendering chips,

sound chips, and decompression chips) and leaving the CPU time to worry about other things. By combining these in a good layout, you can have a relatively slow CPU system that can blow the doors off a system that runs at twice the speed. One caveat, however: knowing how to get the most out of the division of labor (especially when you have slave processors) is a rather arcane art which can take the software houses quite a bit of time to figure out. In other words, the difference between first-generation software and later generations is going to be that much more pronounced (i.e. total garbage to elegance).

OK, let's get down to the silicon tacks. According to information gleaned from mags and promo literature out there, Nintendo's Ultra 64 has a 64-bit RISC processor running at a clock rate of 100MHz; Sega's Saturn has two 32-bit RISC processors running at 27.5 MHz; NEC's beastie, the PC-FX, has a 32-bit RISC chip running at 21.5MHz; and I don't know diddley about the Jag. RISC stands for Reduced Instruction Set Computing (as opposed to CISC, or Complex Instruction Set Computing), which is industry jive that means all pieces of data and program code flowing into the processor all have the same size. This is a fairly recent invention that allows more streamlined designs of the stuff around the processor. 'Nuff said. Next we have the clock speed of the chip, measured in megahertz (or thousand of cycles per second). This is an incredibly useless statistic, as nowhere is it defined in stone what a particular

processor can do in a single clock tick, and so much else depends on the support structure around the CPU that comparing unlike systems using this number is like asking who among Beethoven and Mozart could write a symphony faster (i.e. it depends on the symphony and the conditions around them!). In general, you can say that a machine running with a clock rate an order of magnitude higher than the others would no doubt be faster, but in reality faster is something that only concerns code warriors like me, not game players like you. (A GOOD coder can always come up with a way to make the system look and feel faster than it really is.) As to the other information up there, a 64-bit processor can think about twice as many bits in one operation than a 32-bit chip can, but unless you're doing real-world simulation where you need to calculate things down to the last decimal point, I personally can't see a need in the gaming world for a 64-bit machine until we get holographic projectors. Give me a dual 32-bit monster with lots of memory and a great set of support chips any day. Of course, Nintendo has not seen fit to let me see their design specs or programming manuals yet, so I can't know anything about their support structure, but considering the cost jump in materials, I'm left wondering if it's worth it. Speaking of support structures, this is one of the major failings of the PlayStation as almost EVERYTHING has to have the CPU hold its hand to be done (sort of like a computer version of 'Mother, may I...'), so even though it is a fast chip with a great track record, it can occasionally REALLY bog down.

Next, we have polygon rendering information. Nintendo reports that the U-64 can display 100,000 textured polygons per second (PPS), while Sony's PlayStation runs about 1.5 million flat or 360,000 textured and shaded PPS. The Sega Saturn's PPS capability really depends on what else the graphics chips are doing at that particular micro-second, but it's somewhere around 60,000 textured PPS. The PC-FX has no specific hardware for 3D, but you can always code it up yourself. For reference's sake (no test later...): a polygon is a shape in three dimensional space (usually a triangle, as every other shape can be made out of 'em); a flat polygon simply means that the object in space is composed of a single color; shaded means that the color will become darker or lighter across the polygon to simulate light effects; and textured means that there is actually a picture painted onto the polygon (yes you can shade textured polygons too). In essence, these numbers give a vague idea of how "real-looking" (a real slippery term) a display each system can show for you. Once again, this is just one-upsmanship as unless you have good programmers, 3D graphics will just sort of lie there and die, no matter how many polygons there are, and REAL GOOD programmers can make a couple hundred polys look like thousands....

Sound will be next on our menu, and I'll really gloss over most of it as unless you are a musician, most of the data doesn't mean much. The makers boast about "sound channels," but that is actually a very meaningless figure, as the number of actual notes that can be played by a single channel is not defined. Add the fact that every system except the U-64 has a CD-player built right in, and wailin' sound is yours for the listening. (Of course, while the CD is in use for music, it usually can't be used for other things like loading more code or graphics....) One comment since I seem to be standing on a soapbox: With the exception of the Saturn, all game systems have gone to completely PCM (Pulse Code Modulation) based sound systems. This is great for recording voices or making trumpet-like sounds or strings, but for explosions and other sound effects, it bites the big one. Truly boss sound requires both FM and PCM to cover the spectrum.

Now for the biggie: available memory, or RAM. I have no data on the Ultra; the PS has 28 Mbit total RAM; the Saturn has 32 Mbit total and the PC-FX has 26 Mbit total. For those of you wondering what a Mbit is, it means Megabit...as in eight times smaller than a Megabyte. Basically, the companies want big numbers on their spec sheets, so they use that number instead. So therefore, the Saturn has 2 MB of memory. Probably way less than half of your average home computer. And my great, howling question to the designers: WHY IS THAT ALL THERE IS? With enough RAM for storing graphics and programs, almost any system limitation can be worked around. But they aren't giving us a chance. Granted, we have for most of the systems the luxury of 630 MB of storage on the CD-ROM, but to get that into memory so we can use it takes time, and one of the biggest complaints I hear recently is that CD games are too sloooooow. On the other hand, the U-64 has carts only. With its talk of data and program compression on the car-

tridges, Nintendo seems to better realize that there needs to be lots of space to store the uncompressed data while the game is running. One clue as to why I'm upset: a RISC program is approximately 20% larger than a CISC program that does the same thing, although the RISC program typically runs 30% faster. So even though we have the same amount of memory available to us as was used in, say, Final Fantasy III, we couldn't fit that program into any of the new CD-based systems without going out to CD-ROM several times during the game, instead of just once. The situation is not entirely bleak, however, because in the case of the Saturn, PC-FX and PS, there are provisions for adding additional memory to the system, as well as new chips to give them even spiffier graphics and effects.

And then there's the stuff that they don't bother to talk to you consumers about. The Development System. You know, the stuff the programmers have to use in order to create these keen-o-reeno games. All I can really talk about here is the Saturn and PS, but based on the problems I've had with these systems, there are a whole zoo of complications for other developers. Without getting incredibly technical on you, suffice it to say that development machine costs for 32-bit systems are WAY more expensive than for previous boxes, and the makers themselves need to think more about what they are providing to their third-party programmers. Sony's concept for a development environment is way behind the times, as well as buggy and SLOW. Sega's is quite a bit better, but I can imagine that development houses that aren't quite as tech-headed as our's are having fits trying to understand what's really happening and why. I've had a sneak peek at the PC-FX's developer's manuals, and they're almost as bad as Sony's. Sega throws almost TOO much data at you and makes it next to impossible to find what you're looking for in any reasonable amount of time. All in all, I think the makers REALLY need to concentrate on supporting their third-parties in order to have any kind of a base of games to sell a system. (After all, look at the Jag...rumors have it that the lack of games is certainly not for lack of trying...)

OK, now that I've gone and expounded on these next generation machines for quite a while, I'll bet that I've made the situation even less clear for you. "But...but...which system should I buy?" you're probably wailing. The answer is actually simple. Buy the one with the games you like available for it. Each one of the systems out there has major potential, but the potential heads in different directions. You like 3D stuff? PS or U-64 are probably your best bet, but don't count the Saturn out either. The PC-FX is the king of animation and FMV stuff, with a good handheld on scrollers, too, but unfortunately it doesn't have many developers yet. The jury is still out on the Jag (after a year???) and the 3DO is still lookin' good, especially with the 3DO booster looming on the horizon. My advice: keep looking for that killer, absolutely must-have game to appear in the pages of GameFan, and then buy the system that produced it. Chances are excellent that more will follow just like it!

- The Mystery Developer

THE LATEST LOWDOWN ON NINTENDO ULTRA 64

by: K. Lee

From what we hear, the Ultra 64 is the most advanced video game architecture of all time, home or arcade. Don't beleive us? Well how about this....

Ultra vs. 32-Bit

If you were to compare the overall performance of the Ultra 64 to the Saturn or PlayStation, the Saturn would rate a 1, the PlayStation would be around a 30 and the Ultra an unbelievable 1,000. How is this possible? SGI is the key.

You see, neither Sega, Nintendo, nor Sony actually design and manufacture the microprocessors that are inside their game machines. Game companies use either off-the-shelf, non-custom chips from companies like Intel, Motorola, IBM, or NEC. Or, they implement specifically-designed silicon like Hitachi's SH1 and SH2 found in the Saturn, the LSI-designed custom chips inside a PlayStation, or the Ultra's 64-bit chip set, designed by SGI. Because SGI makes the most powerful graphics computers in the world, and because Nintendo signed an exclusive deal with SGI, only Nintendo, not Sony or Sega, will be able to harness that unrivaled power.

... the Ultra 64 is the most advanced video game architecture of all time, home or arcade.

This is no joke sports fans, the Ultra 64 gaming experience will be miles ahead of even the most expensive and sophisticated arcade hardware, widely surpassing Sega's Model 2-powered VF 2, Daytona, and Sega Rally, as well as Namco's system 22-powered Ridge Racer, Ace Driver, and Cyber Commando.

Polygon Comparison

For example: when you look at a polygon car in Daytona, it's made up of around 250 polygons and indeed, it looks great. This arcade hardware however, is not as efficient as the Ultra. Nintendo's 64-bit hardware will be capable of producing stupefyingly realistic visuals that are beyond any game you've seen before. Take a look at the November cover of GameFan where Donkey and Diddy Kong are riding Rambi the rhino. Picture a game that looks as good as that (if not better) moving at 60 frames a second and you'll get an idea of the staggering performance of the Ultra 64. No joke.

When a polygon object scales away from the screen on a traditional 32-bit game system, sprites are progressively removed from the object, leaving tiny holes in it. When that happens, you see a twinkly effect known in Nintendo jargon as Point Sampling Glimmer. On the 64-bit Nintendo, the holes on that same scaling polygon are filled with sprites, so you never see any glimmering redraw. 3D movement on the Ultra 64 is so smooth, you don't really even perceive a scaling effect per say, everything is just...real!

Memory Tricks and Audio

Although memory is constant (in other words, one megabyte on the Ultra is the same as it is on a Saturn or PlayStation) the U-64 will be able to perform several memory-saving "tricks" that are not possible on any of the 32-bit platforms. Let's take sound and music for starters. It is common knowledge that the 40-channel, 16-bit sound chip in the Saturn is the most sophisticated game sound board seen up 'til now. However, a majority of the music on the 32-bit Sega (and the 32-bit Sony for that matter) will be prerecorded "Red-book" audio similar to the sounds found in your garden-variety Sega CD or TurbografX-CD.

So why won't you hear more games that use the high quality, real-time, 40-channel samples that the Saturn is capable of? Memory. Forty channels of on-the-fly game samples take up a bunch more CD memory during the game than pre-recording the

stuff in advance. And, as you may or may not already know about a CD-powered game system, things like graphics and game code almost always have priority over "Red-book" audio. The information must first be located and then read from the CD by the system's laser pick-up, where it is then loaded into the hardware's internal RAM...and that takes time. In other words, you will not hear or see anything game-related until your CD game system is good and ready. Can you see the seconds ticking away, as you stare at a blank screen with the words "Now Loading" on it?

The cartridge-powered Ultra 64 has a 64-bit sound chip that is much more advanced than the Saturn's sound board. In fact, it is so advanced, you can take a single sound sample and digitally manipulate it to an extent that the original sample can

sound like several different notes, bangs, crashes and what not's. Therefore, since the Ultra 64 is capable of manipulating a

sound sample (real-time) in more ways than any other game system known to man, you don't have to create as many samples on the Ultra. Needless to say, this increased flexibility and performance saves memory and time. To a lesser extent, the Saturn is capable of such effects, but not to the degree of the Ultra.

Silicon vs. Optical

Also, since the Ultra 64's software will at first use silicon (cartridge) instead of optical (CD) for storage, and since that memory runs at a blazing 500 MHz, the Nintendo will have the fastest loading times in the history of gaming. In the department of graphics, non-prerendered U-64 objects are, in a way, like the sound samples previously mentioned. Many, many real-time effects can be done to an object on the fly, such as light source shading, phong shading, anti-aliasing, deformation, kinematics, Ray tracing, transparencies, fire, weather effects, the works.... That would only be possible if it were pre-rendered on another system. Rendering on the fly saves the Ultra memory galore. Let me put it this way: it's the difference between tediously programming all the effects before hand, and simply telling the Ultra hardware to do it automatically.

Visual Power

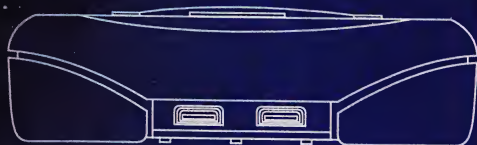
Not only is the U-64 technically more advanced than its competition, the hardware produces visuals in a slightly different way than any game system before it. The graphics are produced more along the lines of a Silicon Graphics workstation computer. Let's say you want to display a 3D textured building on both the Ultra 64 and the PlayStation. The Nintendo would be able to display the object at a much higher resolution than the Sony, and (unlike the PlayStation) all four sides of the building could be individual 24-bit color textures (16.9 million colors). But let's make things a little easier on the poor PlayStation. Let's say each side of that building had only 256 colors and the resolution was a measly 640 x 480. Even then, the U-64 would have the upper hand... How? When a texture is mapped onto a polygon on the Nintendo, it is softened and blurred to a point where the object doesn't pixelize when moved in U-64's 3D environment. (The effect is called Tri-Liner-Mit-Mapped-Interpolation.) No pixely 32-bit textures to be found here.

Since no 32-bit game system features real time anti-aliasing, you can clearly detect the redraw of a PS scaled object. On the PlayStation it would obviously look like you were playing a game, but it wouldn't look like a game on the U-64...it would look real! --K.LEE

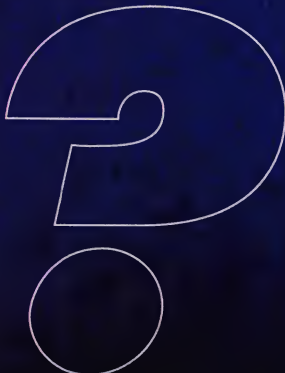
SPEC ZONE

SEGA SATURN

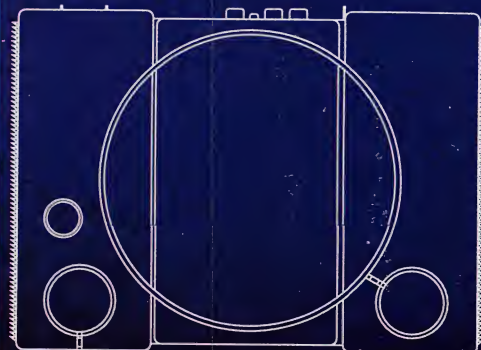
MAKER: SEGA
AVAILABLE: September 2nd (America)
CPU(s): Two SH2's (28.6MHz, 25 MIPS)
MEMORY: 16Mbit Work RAM, 12 Mbit Video RAM, 4 Mbit Sound RAM, 4 Mbit CD Buffer RAM, 256k Backup RAM
GRAPHICS: 320x224, 640x480 resolution, 16.8 million colors, transparencies, scaling, rotation and deformation
SCROLLS: 5 Parallax, 4 XY Scrolls, 2 Rotary Scrolls, 2 Window Scrolls, Line Scrolling and Cell Scrolling
POLYGONS: Approx. 60,000 textured, Gouraud-shaded polygons
SOUND: Yamaha 68EC000 32-Channel direct MIDI compatible sound board



MAKER: NINTENDO
AVAILABLE: JAPAN/USA SEPT. 29
CPU(s): 64 BIT RISC CHIP (CUSTOM VERSION OF R4200) RUNNING AT 100MHz WITH A CLEARING CAPACITY OF 100+ MIPS, ALSO WITH A CLEARING CAPACITY OF 100+ M-FLOPS AND A BUS BAND WIDTH OF 240+ MEGA BYTES PER SECOND.
INTERNAL MEMORY: 64 BIT RISC GRAPHICS CHIP (CODE NAMED REALITY IMMERSION CHIP) WITH A CLEARING CAPACITY OF 100 MIPS RUNNING AT 100 MHz.
GRAPHICS: N/A
SOFTWARE/ME: REAL TIME ANTI-ALIASED TEXTURE MAPPING OF 100,000+ POLYGONS PER SECOND. GOURAUD AND PHONG SHADING EFFECTS. TRUE 24 BIT COLOR CARTRIDGE. MINIMUM 64 MEGA-BITS-MAX 550 MEGA-BITS.
RESOLUTION: 10 TO ONE REAL TIME COMPRESSION. MIN. 320X224
SOUND: MAX. 1200X1024 (PROGRAMMABLE) 64 BIT DSP. SAMPLING RATE; 44.1 KHZ



MAKER: Sony
AVAILABLE: Fall '95
CPU(s): R3000 RISC CPU (33.8688 MHz, 500 MIPS)
GPU: 4,000 8x8 Sprites on-screen every 1/60 of a second, with scaling, rotation and deformation applied to every sprite. 16.8 million colors. 320x224, 640x480 resolution.
MEMORY: 16Mbit Main, 8Mbit VRAM, 4Mbit Audio
GEOMETRY ENGINE: 4.5 million point calculations per second/1.5 million flat-shaded polygons per second/360,000 texture-mapped, depth-queued, Gouraud-shaded, fog-applied polygons per second.
SOUND PROCESSOR: 24-Channel, 16-Bit Digital Effects. 44.1KHz sampling rate
MDEC: CPU-Bus direct, JPEG
(Data Decompression Engine): Compression, Full-screen, full-color FMV.



JAGUAR

"SYSTEM ARCHITECTURE" 64-BIT

BUS BANDWIDTH: 106.4 MEGABYTES PER SEC.

"RENDERING SPEED" 850 MILLION+ PIXELS PER SECOND

GRAPHICS: 16.8 MILLION COLORS

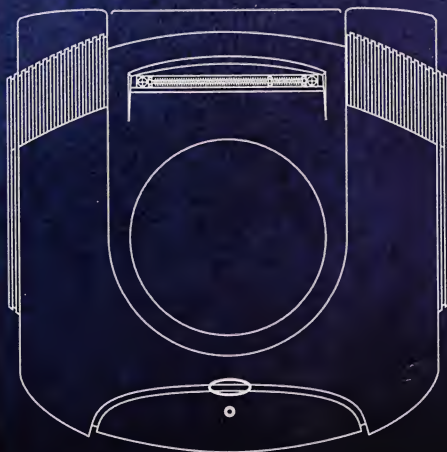
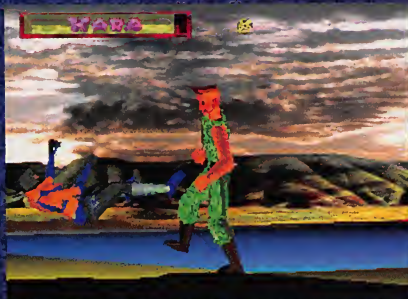
PROCESSORS: GPU, DSP, OBJECT BLITTER, MC6800

SPECIAL EFFECTS: TEXTURE MAPPING, MORPHING, WARPING, LIGHTING EFFECTS AND TRANSPARENCIES

CD DRIVE: DOUBLE-SPEED/FULL SCREEN, FULL COLOR FULL-MOTION VIDEO

STORAGE CAPACITY: 790 MEGABYTES

DATA RATE: 352.8 KBYTE/SEC.



Known worldwide as the "father of the Jaguar," John Mathieson is seen by many as Atari's 35-year-old savior. Born and raised in Scotland, Mathieson obtained his education at Fettes in Edinburgh, then at Cambridge University. He currently holds a Master's Degree in engineering and in computer science, as well as the title of Vice-President of Advanced Technology at Atari Corp. Interview by Travis Guy

Are you a video gamer? What's your favorite game?

Well, sort of. I spent a lot of time on Sinclair Spectrum games, Manic Miner being my favorite. In recent years, I have enjoyed Doom and Cybermorph particularly.

Are you currently involved in the design, planning, consulting or overseeing of Jaguar peripherals?

I am involved in the planning, but that is all.

What do you presently do for Atari?

I am Vice-President of Advanced Technology. I run a group whose primary responsibility is the Jaguar ASICs. We do support and cost reduction of the existing chips, plus the development of future versions.

For those readers who aren't engineers (like me), what is an ASIC, and why does it sound so terribly important?

It would be perfectly possible to put together a machine with the performance of Jaguar using chips picked out from the catalogs of the major chip vendors. Unfortunately, doing it that way would result in a retail price of a thousand dollars or more. What I do is work out the leanest, most efficient way of doing the functions we need, and then design the chip-set to do it. By making the hardware do just what is needed for games, and no more, there are a lot of cost savings to be made.

We then put this design into custom chips called ASICs (application specific integrated circuits, if you really want to know), and it is the two Jaguar ASICs (Tom and Jerry) that make it so special. Having done these, they then become unimportant, and the games become everything.

How long did it take to develop the Jaguar?

Three years from start to being production ready.

Was there a single guiding principle behind the design of the Jaguar?

Our main aim was to guess what technology would be practical when Jaguar was in production (chip sizes, DRAM architecture, speeds, and so on), and to leap-frog the rest of the world. Compare Panther which was more of a me-too response to the SNES and Genesis. We took the leap to 64-bit DRAM, and very large ASICs and package pin-counts.

We also set out to make it cheap and very fast!

What was the first "breakthrough" in the Jaguar design process?

The main one was realizing that designing our own RISC processors made sense. By integrating all the video animation logic - RISC processor, Blitter, and Object Processor - in one chip, performance could be higher and costs lower.

The CRY color scheme Jaguar uses, which allows smooth shading of 16-bit pixels, was also a useful discovery.

<Laugh> I would guess that your CRY scheme is now patented by Atari!

Yes. As you know from the Sega deal, Atari has a strong portfolio of patents, and Jaguar has added to that. (Sega paid Atari \$90M because the Genesis infringes some key Atari patents.)

All other companies are now on official notice... <grin> What was the most difficult obstacle to overcome in the Jaguar design process?

I think we underestimated the problems that would arise because we were pushing the technology envelope. The first Jaguar silicon, which was effectively beta test hardware, proved much harder to lay out and get working in simulation than we expected. We believe at the time that it was the largest ASIC, apart from test chips, that the major Japanese silicon vendor we were working with had ever done.

The 68000 aside, how were the chips decided upon? How were Tom and Jerry arrived at?

It's basically a simple division into a video chip and an audio chip. The names were arbitrary.

What was the reasoning behind using the Motorola 68000 in the Jaguar? Was it a "last minute" decision?

We had no strong feelings about an external CPU in the early days of the Jaguar design. Atari were keen to use a 68K family device, and we looked closely at various members. We did actually build a couple of 68030 versions of the early beta developers systems, and for a while were going to use a 68020. However, this turned out too expensive. We also considered the possibility of no CPU at all. I always felt it was important to have some normal processor, to give developers a warm feeling when they start. The 68K is inexpensive and does that job well. I always maintain that it's only there to read the joysticks (although Leonard Tramiel now recommends that developers do that with the GPU too!)

Here's a fresh question for you, I'm sure. <grin> Is Jaguar really a 64-bit machine?

Jaguar has a 64-bit memory interface to get a high bandwidth out of cheap DRAM. We achieve over 100 Mbytes/sec, which is very respectable, and gives the system its speed and flexibility. Where the system needs to be 64-bit then it is 64-bit, so the Object Processor, which takes data from DRAM and builds the display is 64-bit; and the Blitter, which does all the 3D rendering, screen clearing, and pixel shuffling, is 64-bit. Where the system does not need to be 64-bit, it isn't. There is no point in a 64-bit address space in a games console! 3D calculations and audio processing do not generally use 64-bit numbers, so there would be no advantage to 64-bit processors for this.

Jaguar has the data shifting power of a 64-bit system, which is what matters for games, so can reasonably be considered a 64-bit system. But that doesn't mean it has to be 64-bit throughout.

You feel that Jaguar is the most powerful "video game" machine on any market?

In the U.S. today, certainly. Worldwide, the Saturn and PlayStation are serious opposition. But in terms of entry price, Jaguar offers much more bang-per-buck than those machines.

Where do you see the video gaming industry going, in terms of hardware, in the next few years?

It is a technology led industry, so you should look to SGI workstations, and state-of-the-art arcade machines, to see what will be console priced in a few years. It is interesting the way 3DO, Sony and Sega all think there is a market at \$400. I believe that the real volume remains at a much lower price than that.

"The lower, the better." Right? <grin>

Absolutely. I think if you look at Nintendo's public statements on the Ultra 64 (no CD drive, simple architecture), you will see they think the same. The really high sellers, the old Atari games consoles, the NES, SNES and Genesis are all around the hundred dollar mark.

Not a hardware question, but do you think that future video game consoles will rely on operating systems?

No, not really. There may be some movement to standard libraries, but I believe that the best performance will always be had by going straight at the hardware.

Ever since the late 70s, video game hardware have followed, and sometimes led home computer hardware in terms of innovation and performance. CD-ROMs for storage, and parallel processors for computational ability are the current rage. While many companies are seeking to increase the amount of data that can be stored on CD-ROM, and others are working to develop faster processors, what do you see as the next leap in innovation in video gaming hardware?

Realism and interactivity are what makes these machines exciting. Realism is what we pushed for in Jaguar, by allowing 3D games. I wonder if VR headsets will be the next leap...

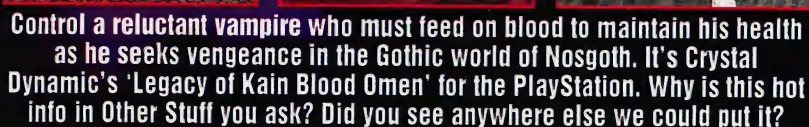
Full color or monochromatic?

I wonder as well. We will see. The Jaguar headset we are working on with Virtuality should be a lot of fun.

One final question: How does it make you feel to know that there are so many people around the world who enjoy your design - both users and developers?

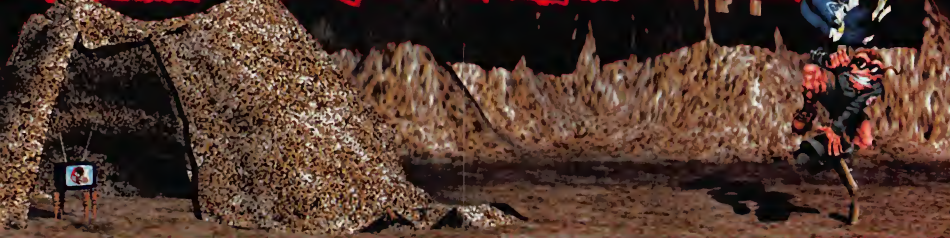
It's a good feeling. Having been in this industry for 14 years, this is the first product I have designed to make it into 6 figure volumes. (And here's hoping for 8 figures! (Tens of millions for the non-mathematical.)) But as I said earlier, the baby has left home, and my work on it is over. I think more about Jaguars 2 and 3.

On behalf of my readers, I wish to thank you, Mr. Mathieson, both for spending this time with us, and for all of the hard work you've put in on Jaguar. We wish you and your creations the best!



From A Cave Deep Inside Agoura

THE POSTMEISTER



Dear Postmeister,
A couple of months ago I purchased a 3DO. Now I am
wondering about all the awesome things that the
PlayStation and Saturn can do. Will the 3DO be able to
compete? When or if the Bulldog comes out, what will it
be for the 3DO? What is the 3DO's polygon rate per sec-
ond? Finally, my friend told me that Ridge Racer might
be coming out on the 3DO. Is this true?

Stephen Schumacher
Ridge, NJ

Dear Stephen,
When you bought a 3DO, you made a fine choice. It's
the Saturn and PS have exciting titles in the works
so does the 3DO. While the 3DO cannot currently
match the power of those two machine's (it can current-
ly handle 50,000 textured poly-want-cracker-gons per
second), when the Bulldog is introduced later this year
will turn your 3DO into a fire breathing monster. I'm
born to secrecy as to exactly what the BD will do until
next month, when we'll do a special report on its
expressive power. Ridge Racer is indeed a possibility,
however no formal announcement has been made. If it's
true it will be announced at the upcoming E3, in LA next
month. In the mean-time check out BladeForce on page
11. That oughtta tide you over!

Dear Postmeister,
Why are the other mags judging the 32X wrongly? The
system just came out, and they're already dooming it. It
just shows how biased some mags can get. Have they
even seen the games coming out? MKII looks great,
Chaotix looks astounding, and Batman is getting some
serious raves. You, on the other hand, kick butt. Every
issue ends up being better than the last, and I don't see
anyone filling the mag with biased opinions of what is
worth it. Keep it up...

On another topic, can you name any 32X RPGs yet? I
don't know one. Also, what 32X games can we expect to
see this year from Konami, Capcom, and Takara?

Thanks...

P.S.: Is it true that there won't be a 32X EWJ?

Sincerely,
Steve Wilcox
New Haven, CT

Dear Dave,
It's mind-boggling how many of these posers got jobs
in a magazine in the first place. Any true gamer knows
that you NEVER judge a system based on the first few
titles, especially when it's got a force like Sega behind
it. That is rule number one! I've seen stuff on the 32X
that looks as good as many PS, and Saturn 1st genera-
tion stuff. The reason we've seen it and the other guys
haven't is A, because they can't keep a lid on anything
secretive (they wanna' be "cool" and say it first), and B,
they form opinions based on preview material. We know
things that would and will blow your socks off. But we're
 sworn to secrecy. But when we tell you something has
major potential as we have with the 32X, you can take
it to the bank!

We never guess, because we don't have to.

Sega has 32X RPG relief in the works. You'll see it
right here very soon. More exciting 32X titles can be

read about in this month's Other Stuff. To date Capcom
and Konami have no 32X titles in development because
they are so busy working on Saturn, PS, and Ultra
wares, however there is a 30+ man team at Sega of
Japan working around the clock on 32X titles. As the
system grows in numbers, Konami and Capcom will
surely come on board. EWJ2 is currently being devel-
oped for the SNES and Genesis, Shiny will announce
further plans for EWJ very soon. I'm sure you'll read
about that right here when they are ready to break the
news. Great letter by the way, enjoy Chaotix, it's a gas!

Dear Postmeister,

I am not a video game nut by any stretch of the imagi-
nation. I am just a 24-year-old guy who likes to come
home from work and relax with a few video games.
However, I am very involved in the video game scene in
terms of new technology and what's in the future. I am
able to stay involved by reading game magazines.

GameFan to me is the most informative, honest, and
interesting to read, which is why I will not renew my
subscription with the other mag and join on with you!

With all that being said, no mag has been able to pro-
vide me with the following info I so desperately crave.
First, I am a proud owner of a Sega Genesis, and since I
am loyal to Sega, I plan to purchase the Saturn upon its
U.S. release. I have a dilemma. I am a huge Alien Vs.
Predator fan, and I have to admit the Jaguar version
looks awesome and I want it! However, I will not buy a
system for one game, so my question is since Sega and
Atari reached some form of agreement or merger deal,
are there any plans to port AVP over to the Saturn? I am
also curious as to whether or not the Saturn will be get-
ting home translations of arcade games that are not
made by Sega (MKIII, NBA Jam TE, etc.).

Lastly, I own a 32X, and I am eagerly awaiting NBA
Jam TE. I am wondering if this game is going to feature
scaling, rotation, and improved graphics more similar to
the arcade or if it's going to be a spiced-up version with
better sound. Also, any word on whether 32X games will
be able to be played on the Saturn?

I hope you can answer these questions for me and
help put my curious mind to ease. Keep up the good
work! Thank you!

Sincerely,
Matthew Coppola
Naugatuck, CT

Dear Matthew,

Your best shot at AVP is if Capcom ports over their
rockin coin-op version to the Saturn. This is very likely
since the game did mediocre business in the arcades.
As far as Sega/Atari cross licensing, don't hold your
breath. Sega paid Atari a bunch of dough because
they've been using one of Atari's patents for the past
few years. No other deal was made, although Acclaim
signed on with Atari recently and that's big Jag news.
The 32X Jam has upgraded sound, color, and depth of
play. The most impressive versions will be the Saturn,
PS and Jag versions. These versions will be as good as,
if not better than the coin-op. MK3 will be released on
both the Saturn and PlayStation with the PS version
being first. Enjoy your Saturn! It truly is a high power.

Dear Postmeister,

Last month I wrote you and asked why the magazines
never compare the systems using the same terminology.
For example, they might give the sprite capabilities of
one and polygon capabilities of another, and the sys-
tems are never truly compared. You guys, however,
came on strong, and in your Editorial Zone (March
issue), compared the 3 newest systems in terms of pro-
cessing speed, polygons, sprites, sound, and special
hardware capabilities. My question is: Can you give
those same specs for the Atari Jaguar and 3DO, so I can
compare them to the newest systems? I would like to
know what the Jaguar can do, because the programmers
certainly aren't showing me. Also, some people say the
Jag isn't truly a 64 bit machine. Please tell me what the
deal is - is it 64 bit, or is it false advertising?

Gamingly yours,
Chris "the Pack" LaPack
Memphis, TN

Dear Chris,

I feel a little guilty here, as I too bought into the non-
64-bit gossip. For that reason we've shined a bright
light on the 64-bit Jaguar on page 116. It's all explained
by the CREATOR of the machine, so everyone can give it
a read and know once and for all what's inside the cat.
Next month we'll climb inside the 3DO and Bulldog, so
stay tuned!

Dear Postmeister,

Greetings from the land of country music #@*&!
Thank God video games are not designed down here. All
of the music would probably be composed by Garth
Brooks or Billy Ray Cyrus (Yuk!) That leads me to my
first question. Will we ever play video games with good
old fashioned ROCK in them instead of so much of this
candy-coated ca-ca? I am a huge fan of 70s and some
80s rock (Van Halen, Rush, Boston, Scorpions), and now
that the new systems have such incredible sound capa-
bilities, I would love to hear this style of music put into
some of the games. I realize that rock would not be
appropriate for all video games, but just imagine play-
ing an aerial combat game with "Eruption" blaring from
the CD. How about a driving game with Joe Satriani's
"One Big Rush" or "I Can't Drive 55" playing? How
about it, Mr. Postmeister... anyone at GameFan share
my thoughts?

Keep up the good work, guys!

Sincerely,
Jason Parton (no relation to Dolly!)
Chattanooga, TN

Dear Jason,

Well YEEHAW PARDNER, you got yerself some great
taste in music there! What the heck happened to the
American music scene? Total ca-ca rules the charts
while the true power is buried in a sea of CD's. It just
ain't right! I've takin' to listening to the JERKY BOYS,
cause I'm silly and fruity like that sizzlechest. Otherwise
it's Steve Vai, the new Van Halen, Dream Theater, and
all the great arranged game music CD's we have like
import Sonic CD, the Castlevania collection, and
the awesome new arranged DKC 3D CD from Japan. I
pray Americans snap out of the trance and start rockin'
again soon, the world would be a better place! I couldn't
fit your U64 comments in but trust me... believe it!

P.S.

Phillip Jones, I would've printed your letter... but Phil, man was
that sucker long! Shorten' it up and we'll talk!
Special thanks to everyone that wrote in! I read 'em all. Even if you
don't see 'em here, we still use your opinions in the development of
each issue! Be nice to your Mailman, and I'll see ya' next month.

Write to me or I'll run for President

The Postmeister
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Waffers Wall

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you keep it around 8 1/2"x11"). So keep that original artwork coming in, and maybe you too can win an original ink board from **"THE ADVENTURES OF MONITAU"** Comic book signed by yours truly and (as if that weren't enough) a **GAMEFAN** T-shirt. Let's show those other mags who the real artists are.



And the winner is... "ACE" from Santa Cruz, CA. This one wins for just so many reasons; Monitaur is pumped up & mean lookin', the staging is excellent, and it's a situation we all here can relate to. "Tuna-X", I love it!

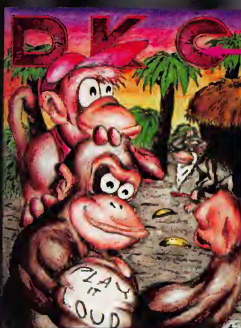


Another nice piece comes from Kevin Johnson of New Hampton, MO. I like the theme I'm seeing here.

Nik Fournier of Manchester, NH must mean, "KEI" Kuboki, our International Editor. Kei is heading down to the beach as we speak to congratulate you on your fine drawing. What is that, Redondo?



This menacing S.F. pic. comes to us from Nathan (Spot) Daniels of Portland, OR. It didn't quite survive being affected by our recent rains. Kinda' gives it a cool effect, though.



Aaron Swanson of Waupaca, WI does the "DKC" thing with this way-cool drawing. Gramps looks a tad confused though.



"WHOA, psychedelic!" Had to put my shades on for this day-glow artwork from Damian Fox of Tampa, FL.



Here's an exciting one from Sean Rivera of Waianae, HI. You scared Kid Fan with this one. He's allergic to cats. "Hang on little monkey!"



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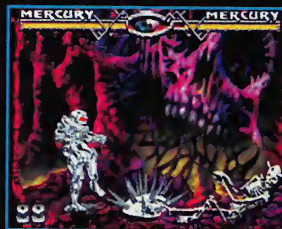


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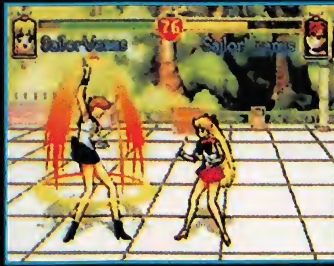
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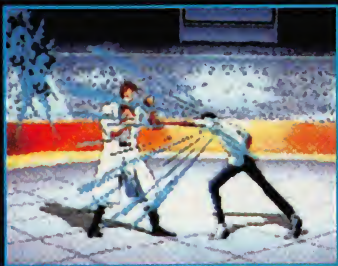


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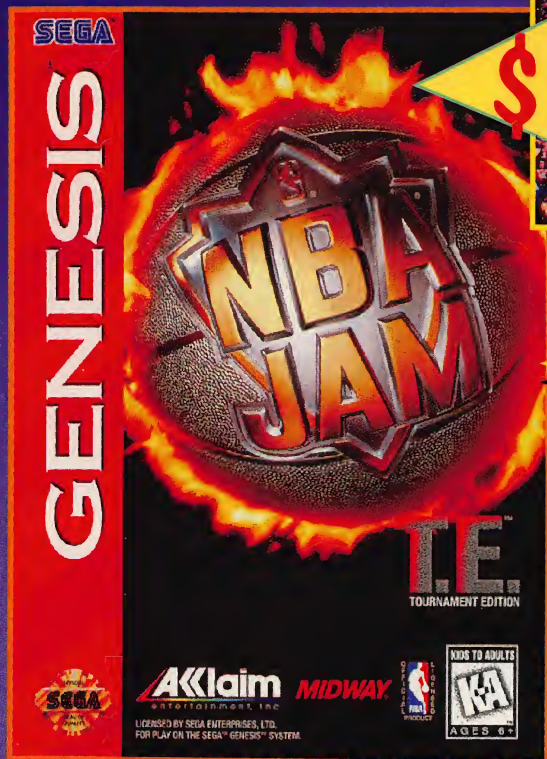


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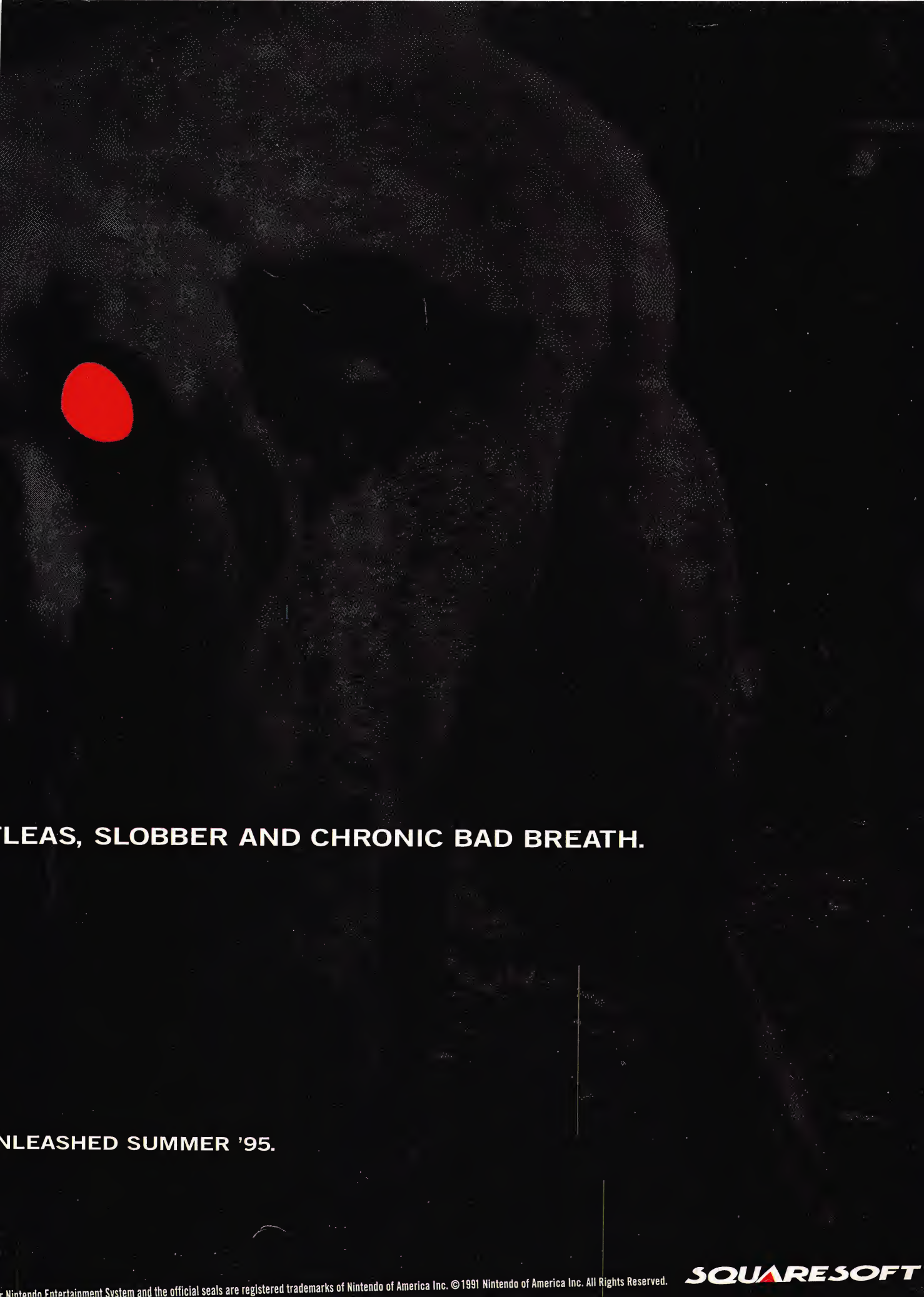


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